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Advanced Dungeons & Dragons
2nd Edition

The Magic Encyclopedia



Volume Two

by
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The Magic Encyclopedia

Volume Two

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Volume 1

Table of Contents

Volume 2

T

U

V

W

X

Y

Z

Introduction

The Magic Encyclopedia Volume Two is the second and last of two volumes listing the plethora of magical items printed over the years for the fantasy role-playing games produced by TSR, Inc. About 5,700 items dating from 1974 through 1991 are included.

How to Use this Book

This game accessory is intended for use with either version of the AD&D® game. However, a little fiddling is all that is required to make the items listed here compatible with the D&D® game. For help making conversions, see the *DUNGEONS & DRAGONS® Rules Cyclopedia*, appendix Two. Many of the items (about one third) originally came from the D&D game and require no conversions.)

Each item listed herein is sorted by its name, given an experience point value, a gold piece value, and a product reference. To find a particular item, just look under its name in the table of contents. For example, all ankhs are together, as well as all manuals. Each volume takes a piece of the alphabet (i.e., Volume One contains for Abacus through Goblet, while Volume Two includes Goggles through Zwieback).

Experience Point Value: To use an item's experience point value, check the particular rules you are using. In the original AD&D game, experience was awarded only for items kept and used on adventures. In the AD&D 2nd Edition game, experience generally is awarded only to the character who creates the item. In the D&D game, experience generally is not awarded for items at all. However, many Dungeon Masters find it convenient to grant experience points to characters who find and keep magical items regardless of what rules the campaign uses. This makes it easier for characters to gain levels, and also prevents players from concluding that the only way to gain experience is to kill everything in sight. In some entries, the word "Relic" appears instead of a numerical value. This indicates a unique and extremely potent item (sometimes also called an "Artifact"). Artifacts and relics have powers well beyond what even the most heroic mortal can wield. Experience is *never* given for these items, and the DM™ must carefully monitor their use in the campaign. Generally, it is unwise to introduce any magical item into a game unless the DM understands its powers and how those powers will affect play—this is doubly true for artifacts and relics.

Gold Piece Value: The gold piece value is used to give the item a base worth. Generally, this is what PCs might expect to receive if they sell the item to an NPC. However, the prices given in these volumes are only suggestions. In magic-laden campaigns, these prices are generally acceptable. In campaigns where magic is rare or the gold piece is very common, the DUNGEON MASTER™ might wish to multiply all prices by a fixed amount. In one campaign, the Dungeon Master may triple the cost of all items, whereas another might multiply the cost by ten.

In some entries, the letter "P" appears instead of a numerical value. This indicates that the item is priceless. The item is very valuable indeed; the item's true value may actually range from 100,000 to more than five million gold pieces, but the item's power, history, original owner, or construction makes it impossible to actually place a monetary value on it.

The Product Reference: This product does not include a description of each item. If we had printed just six lines of information on each item, *The Magic Encyclopedia* would have turned into an expensive, 12 volume set (let's not forget that certain items, like the *wands of wonder*, would require one and a half columns of print, not six lines). Since a 12-volume set was not feasible, we have provided an easily identifiable reference code.

This reference code identifies the product where a full description of the item's power is given and the page number where the description appears. The product list given in Volume One is sorted in order of the products designator; the designator is the number that role-players recognize and use. The product list in Volume Two is sorted by the product number; the product number is the number that retailers recognize and use. A product with a designator beginning with a letter (and often followed by one or more letters and numbers) is a module, magazine, or accessory. For Example, FOR2 is the FORGOTTEN REALMS® accessory *The Drow of the Underdark*. Product references that contain only four numbers are generally hardbound books or boxed sets. For example, 1053 is the *RAVENLOFT®* Boxed Set. A little checking and sorting of your personal stock of TSR products will make referencing extremely easy within a short period of time.

How to Use the Randomizing Charts

When possible, the Dungeon Master should select the magical items he or she gives out in the campaign. Sometimes, however, the Dungeon Master has more pressing game matters to worry about. The random item tables at the end of this volume contain most, but not all, of the items listed in *The Magic Encyclopedia*. Items that are exceptionally rare or powerful, such as artifacts and relics, are not included in the tables. To randomly generate magical items, roll on Table 1 on page 152. This table directs you to one of the specific categories in tables A through S. (Note that these tables function differently than the tables in the DUNGEON MASTER Guide. All of these tables work using d100 (percentile) die rolls.

Once the general category is determined, the Dungeon Master can choose a specific item from the tables in that category. Please note that each item is given a die roll number so that the Dungeon Master can select items randomly if he or she chooses. Some magic item categories have a preliminary table that sends the Dungeon Master to one more table within the category in order to select the magical item randomly. All categories that have more than 100 separate entries have multiple tables, since it is impossible to randomly choose from more than 100 items with a single percentile die roll.

Here is an example of how to use the tables:

On Table 1 on page 152, an 82 is rolled on percentile dice, leading to *Table S: Weapons*. The Weapons table on page 160, and has a long preliminary table . Rolling percentile again results in a 68. This leads to *Table S22: Swords (1-L)*. If a 52 is rolled on Table S22, a *Defender +5* sword is discovered.

Editor's Notes

Since 1974, TSR's policies and the talents of its staff and freelance authors have matured significantly. Many of the items listed in both volumes of the *Magic Encyclopedia* contain references that would not be considered acceptable by the standards we set today. References to items, however, are included for the sake of completeness

Likewise, TSR, Inc. has produced many products under license over the years. While no licensed material is included within these pages, these licensed products do appear in the products list to make it complete.

Product List

AMAZxxx		AMAZING® Stories #xxx
DCADxx		Comic, AD&D™ #xx
DCDLxx		Comic, DRAGONLANCE™ #xx
DCFRxx		Comic, FORGOTTEN REALMS™ #xx
DCGRxx		Comic, GAMMARAUDERS™ #xx
DCSJxx		Comic, SPELLJAMMER™ #xx
DRAGxxx		DRAGON® Magazine #xxx
DUNGxxx		DUNGEON® Magazine #xxx
IMAGxx		IMAGINE™ Magazine #xx
LC1		Gateway to RAVENS BLUFF™
MA1		Children of the Atom
PANxx		Players Association Newsletter #xx
POLYxxx		POLYHEDRON® Newszine #xxx
R1		To the Aid of Falx
R2		Investigation of Hydell
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RPGA3		Forgotten King
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	1063	1991 Fantasy Collector Cards Set 2, TSR
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	1065	SPELLJAMMER® Legend of the Spelljammer
	1066	Maztica Campaign
	1068	Greyhawk Wars
	1069	AD&D® Trivia Game
	1070	DUNGEONS & DRAGONS® Game
	1071	D&D® Rules Cyclopedia
	1072	SPELLJAMMER® War Captain's Companion
	1073	Dragon's Den Adventure Pack
	1074	DRAGONLANCE® Tales of the Lance
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	1076	Goblin's Lair Adventure Pack
	1077	AL-QADIM™ Land of Fate
	1078	1992 Fantasy Collector Cards Set 2, TSR®
	1079	RAVENLOFT® Forbidden Lore
	1080	1992 Fantasy Collector Cards Factory Set
	1082	Wrath of the Immortals
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	2003	D&D® Supplement I: Greyhawk
	2004	D&D® Supplement II: Blackmoor
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	2006	D&D® Supplement IV: Gods, Demigods, Heroes
	2009	Monster Manual
	2010	Player's Handbook
	2011	Dungeon Master's Guide
	2012	FIEND FOLIO® Tome
	2013	DEITIES & DEMIGODS™ Cyclopedia
	2013	Legends & Lore
	2016	Monster Manual II
	2017	Unearthed Arcana
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	2019	Dungeoneer's Survival Guide
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	2022	Manual of the Planes
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	2100	Dungeon Master's Guide 2nd Edition
	2101	Player's Handbook 2nd Edition
MC01	2102	Monstrous Compendium Volume 1
MC02	2103	Monstrous Compendium Volume 2
MC03	2104	Monstrous Compendium FORGOTTEN REALMS® Appendix
MC04	2105	Monstrous Compendium DRAGONLANCE® Appendix
	2106	FORGOTTEN REALMS® Adventures
MC05	2107	Monstrous Compendium GREYHAWK® Appendix
	2108	Legends & Lore 2nd Edition
MC07	2109	Monstrous Compendium SPELLJAMMER® Appendix
PHBR1	2110	Complete Fighter's Handbook
PHBR2	2111	Complete Thief's Handbook
DMGR1	2112	Campaign Source Book & Catacomb Guide
PHBR3	2113	Complete Priest's Handbook
DMGR2	2114	Castle Guide
PHBR4	2115	Complete Wizard's Handbook
MC06	2116	Monstrous Compendium Kara-Tur Appendix
PHBR5	2117	Complete Psionics Handbook
MC08	2118	Monstrous Compendium Outer Planes Appendix
MC09	2119	Monstrous Compendium SPELLJAMMER® Appendix
	2121	Tome of Magic
MC10	2122	Monstrous Compendium RAVENLOFT® Appendix
DMGR3	2123	Arms and Equipment Guide
PHBR6	2124	Complete Dwarves' Handbook
MC11	2125	Monstrous Compendium FORGOTTEN REALMS® Appendix
	2126	AL-QADIM™ Arabian Adventures
PHBR7	2127	Complete Bard's Handbook
DMGR4	2128	Monster Mythology
MC13	2129	Monstrous Compendium AL-QADIM™ Appendix
CGR1	2130	Complete Spacefarer's Handbook
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MC14	2132	Monstrous Compendium FIEND FOLIO® Appendix
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DS1	2401	Freedom
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DSR2	2407	Dune Trader

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DSR3	2411	Veiled Alliance
DSQ3	2412	Asticlian Gambit
DSR4	2413	Valley of Dust and Fire
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XXVCR1	3565	Mars in the 25th Century
XXVCA2	3566	NEO in the 25th Century
XXVCR2	3567	Earth in the 25th Century
XXVCS1	3569	Deimos Mandate (Labeled XXVCA3)
XXVCREF1	3570	XXVc™ Character Record Sheets
XXVCS2	3571	Sargasso of Space
XXVCR3	3572	Inner Worlds
XXVCS3	3573	A Matter of Gravitol
XXVCR6	3574	No Humans Allowed
XXVCR4	3575	Luna
XXVCS4	3578	Phases of the Moon
XXVCR5	3579	Belt
PBM1	3580	Conquest of the 25th Century
XXVCR7	3582	Hardware
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IJ3	6753	Crystal Death
IJAC1	6754	Indiana Jones Judges Survival Guide
IJ4	6755	Golden Goddess
IJ5	6756	Nepal Nightmare
IJ6	6757	Fourth Nail
SFAC2	6801	STAR FRONTIERS® Referee's Screen
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MH1	6851	Breeder Bombs
MHAC1	6852	MARVEL SUPER HEROES™ Judge's Screen
MH2	6853	Time Trap
MHAC2	6854	AVENGERS™ Assembled!
MH3	6855	Murderworld!
MHAC3	6856	Adventure Fold-Up Figures
MH5	6857	Cat's-Paw
MHAC4	6858	Pit of the Viper
MH4	6859	Lone Wolves
MHSP1	6860	Secret Wars
MHAC5	6861	Project: Wideawake
MH6	6862	Thunder over Jotunheim
MHAC6	6863	New York, New York
MH7	6864	Last Resort
MH8	6866	Fault Line
MH9	6867	Gates of What If?
MHAC8	6868	Weapons Locker
MHSP2	6869	Secret Wars II
MHAC9	6870	Realms of Magic
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MU3	6883	MARVEL UNIVERSE™ Volume 3
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MT1	6885	All This and World War II
MT2	6886	Weird, Weird West
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MX4	6888	Flames of Doom
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MLA1	6892	After Midnight
MLBA1	6893	Mutating Mutants
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	7014	CONAN® RPG
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TS007	7071	TOP SECRET® Companion
CN1	7401	CONAN® The Buccaneer
CN2	7402	CONAN® The Mercenary
CN3	7403	CONAN® Triumphant
GW02	7502	Famine in Far-Go
GW01	7503	Legion of Gold
GW03	7504	The Cleansing War of Garik Blackhand
GW04	7505	Mind Masters
GWAC2	7507	GAMMA WORLD® PC Record Sheets
GW06	7509	Alpha Factor
GW07	7510	Beta Principle
GW08	7511	Gamma Base
GW09	7512	Delta Fragment
GW10	7513	Epsilon Cyborgs
	7514	GAMMA WORLD® 4th Edition RPG
	7515	GAMMA WORLD® Gamma Knights
GWQ1	7516	Mutant Master
TS002	7601	Operation: Rapidstrike!
TS003	7602	Lady in Distress
TS004	7603	Operation: Fastpass
TS005	7604	Oriental Express
TS006	7605	Ace of Clubs
TS008	7610	Operation: Seventh Seal
	7620	TOP SECRET/S.I.™ RPG
TSAC1	7623	G4 File
TSAC2	7623	AGENT 13™ Source Book
TS1	7624	Operation: Starfire
TSAC3	7626	Covert Operations Source Book
TS2	7627	Doomsday Drop
	7628	High Stakes Gamble

TSAC4	7629	F.R.E.E. Lancers
TS3	7630	Orion Rising
TSAC5	7631	Commando
TSAC6	7632	Covert Operations Source Book Vol-2
TS4	7633	Commando Brushfire Wars
TSE1	7634	Web of Deceit
TSAC7	7635	F.R.E.E. America
TSE2	7636	Sting of the Spider
TSE3	7637	Web Wars
TSA1	7638	Web
TSA2	7640	Final Weapon
BH1	7701	Mad Mesa
BH2	7702	Lost Conquistador Mine
BH3	7703	Ballots & Bullets
BH4	7704	Burned Bush Wells
BH5	7705	Range War!
SFAC1	7800	STAR FRONTIERS® Character Record Sheets
SF1	7801	Volturnus, Planet of Mystery
SF2	7802	Starspawn of Volturnus
SF3	7803	Sundown on Starmist
SFKH1	7805	Dramune Run
SFKH2	7808	Mutiny on the Eleanor Moraes
SF4	7809	Mission to Alcazzar
SFKH3	7810	Face of the Enemy
SFKH4	7812	War Machine
SF2001	7815	2001 A Space Odyssey
SF2010	7816	2010 Odyssey Two
SFAD5	7817	Bugs in the System
SFAD6	7818	Dark Side of the Moon
SFAC3	7819	Zebulon's Guide to Frontier Space
GB1	7901	Trouble Brewing
GB2	7902	Murder in Harmony
GB3	7903	Death on the Docks
GB4	7904	Vanishing Investigator
GB5	7906	Death in Spades
	8004	DRAGON DICE® Percentage Generator
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	8050	LAZER TAG™ Official Game Handbook
	8053	LAZER TAG™ Tournament Book
	8118	SNARFQUEST™ The Book
	8230	Final Bug
	8420	Faerie Mound of Dragonkind Solo Quest
	8421	Gnomes-100, Dragons-0
	8422	Knight of the Living Dead
	8430	DRAGONLANCE® Saga Graphic Novel Book 2
	8431	Midnight Avenger
	8432	DRAGONLANCE® Saga Graphic Novel Book 3
	8433	Acolytes of Darkness
	8434	DRAGONLANCE® Saga Graphic Novel Book 4
	8442	Atlas of the FORGOTTEN REALMS® World
	8443	Art of the AD&D® Fantasy Game
	8444	Art of the DRAGON® Magazine
	8445	DRAGONLANCE® Saga Graphic Novel Book 1
	8446	Leaves from the Inn of the Last Home
	8448	Atlas of the DRAGONLANCE® World
	8887	Calendar, 1987, DRAGONLANCE®
	8888	Calendar, 1988, DRAGONLANCE®
	8889	Calendar, 1989, FORGOTTEN REALMS®
	8890	Calendar, 1990, FORGOTTEN REALMS®
	8891	Calendar, 1991, DRAGONLANCE®
	8892	Calendar, 1992, DRAGONLANCE®
	8893	Calendar, 1993, DRAGONLANCE®
	8893	Calendar, 1993, Women of Fantasy
G1	9016	Steading of the Hill Giant Chief
G2	9017	Glacial Rift of the Frost Giant Jarl
G3	9018	Hall of the Fire Giant King

D1	9019	Descent into the Depths of the Earth
D2	9020	Shrine of the Kuo-Toa
D3	9021	Vault of the Drow
S1	9022	Tomb of Horrors
B01	9023	In Search of the Unknown
REF1	9024	AD&D® Dungeon Master's Screen
	9025	WORLD OF GREYHAWK® Folio
T1	9026	Village of Hommlet
S2	9027	White Plume Mountain
AD&D GAME 2	9028	AD&D® Player Character Record Sheets
REF2	9028	AD&D® Player Character Record Sheets
	9029	Permanent PC Folder & Adventure Records
	9030	Non-Player Character Records
	9031	Rogues Gallery
C1	9032	Hidden Shrine of Tamoachan
S3	9033	Expedition to the Barrier Peaks
B02	9034	Keep of the Borderlands
Q1	9035	Queen of the Demonweb Pits
AC05	9037	D&D® Player Character Record Sheets
AC06	9037	D&D® Player Character Record Sheets
C2	9038	Ghost Tower of Inverness
A1	9039	Slave Pits of the Undercity
A2	9040	Secret of the Slavers Stockade
A3	9041	Assault on the Aerie of the Slave Lords
A4	9042	In the Dungeons of the Slave Lords
X01	9043	Isle of Dread
B03	9044	Palace of the Silver Princess
L1	9045	Secret of Bone Hill
I01	9046	Dwellers of the Forbidden City
	9047	Monster and Treasure Assortment
	9048	Dungeon Geomorphs
B04	9049	Lost City
O1	9050	Gem and the Staff
X02	9051	Castle Amber
I03	9052	Pharaoh
I04	9053	Oasis of the White Palm
I05	9054	Lost Tomb of Martek
I02	9055	Tomb of the Lizard King
X03	9056	Curse of Xanathon
L2	9057	Assassin's Knot
G123	9058	Against the Giants
D1:2	9059	Descent into the Depths of the Earth
MSOLO2	9060	Maze of the Riddling Minotaur
S4	9061	Lost Caverns of Tsojcanth
U1	9062	Sinister Secret of Saltmarsh
N1	9063	Against the Cult of the Reptile God
U2	9064	Danger at Dunwater
WG04	9065	Forgotten Temple of Tharizdun
UK1	9066	Beyond of Crystal Cave
MSOLO1	9067	Blizzard Pass
X04	9068	Master of the Desert Nomads
X05	9069	Temple of Death
EX1	9072	Dungeonland
EX2	9073	Land Beyond the Magic Mirror
I06	9075	Ravenloft
U3	9076	Final Enemy
B05	9078	Horror on the Hill
X07	9079	War Rafts of Kron
X06	9081	Quagmire!
XSOLO	9082	Lathan's Gold
N2	9084	Forest Oracle
B06	9086	Veiled Society
BSOLO	9097	Ghost of Lion Castle
AC02	9099	Combat Shield and Mini-Adventure
AC01	9100	Shady Dragon Inn

UK2	9101	Sentinel
MV1	9104	Midnight on Dagger Alley
B08	9106	Journey to the Rock
C4	9107	To Find a King
O2	9108	Blade of Vengeance
C5	9109	Bane of Llywelyn
C3	9110	Lost Island of Castanamir
UK3	9111	Gauntlet
WG05	9112	Mordenkainen's Fantastic Adventure
XL1	9114	Quest for the Heartstone
B07	9115	Rahasia
AC04	9116	Book of Marvelous Magic
CM1	9117	Test of the Warlords
CM2	9118	Death's Ride
CM3	9119	Sabre River
UK4	9120	When a Star Falls
AC03	9121	Kidnapping of Princess Arelina
H1	9122	Bloodstone Pass
CB1	9123	CONAN® Unchained!
CB2	9124	CONAN® Against Darkness!
UK5	9125	Eye of the Serpent
UK6	9126	All that Glitters...
X08	9127	Drums on Fire Mountain
CM4	9128	Earthshaker!
X09	9129	Savage Coast
DL01	9130	Dragons of Despair
DL03	9131	Dragons of Hope
DL02	9132	Dragons of Flame
DL12	9133	Dragons of Faith
DL05	9135	Dragons of Mystery
DL07	9136	Dragons of Light
DL09	9137	Dragons of Deceit
DL04	9139	Dragons of Desolation
DL06	9140	Dragons of Ice
DL08	9141	Dragons of War
DL10	9142	Dragons of Dreams
B09	9143	Castle Caldwell & Beyond
DL11	9144	Dragons of Glory
AC08	9145	Revenge of Rusak (Labeled AC03)
REF1	9146	AD&D® Dungeon Master's Screen
T1:4	9147	Temple of Elemental Evil
M2	9148	Vengeance of Alphaks
B10	9149	Night's Dark Terror
CA1	9150	Swords of the Undercity
UK7	9151	Dark Clouds Gather
I07	9152	Baltron's Beacon
WG06	9153	Isle of the Ape
CM5	9154	Mystery of the Snow Pearls
AC07	9156	Master Player Screen
XS2	9157	Thunderdelve Mountain
CM6	9158	Where Chaos Reigns
M1	9159	Into the Maelstrom
X10	9160	Red Arrow, Black Shield
	9162	LANKHMAR™ City of Adventure
N3	9163	Destiny of Kings
OA1	9164	Swords of the Daimyo
X11	9165	Saga of the Shadow Lord
CM7	9166	Tree of Life
A1:4	9167	Scourge of the Slave Lords
H2	9168	Mines of Bloodstone
I08	9169	Ravager of Time
CA2	9170	Swords of Deceit
IM1	9171	Immortal Storm
DA1	9172	Adventures in Blackmoor
AC09	9173	Creature Catalogue
M3	9174	Twilight Calling
DA2	9175	Temple of the Frog
DL13	9176	Dragons of Truth
REF3	9177	Book of Lairs
I09	9178	Day of Al'Akbar
GDQ	9179	Queen of the Spiders
DL14	9180	Dragons of Triumph
I10	9181	Ravenloft II
RS1	9183	RED SONJA® Unconquered
N4	9185	Treasure Hunt
OA2	9186	Night of the Seven Swords
I11	9187	Needle
X12	9188	Skarda's Mirror
IM2	9189	Wrath of Olympus
B1:9	9190	In Search of Adventure
DA3	9191	City of the Gods
CM8	9192	Endless Stair
GAZ01	9193	Grand Duchy of Karmeikos
GAZ02	9194	Emirates of Ylaruam
OA3	9195	Ochimo the Spirit Warrior
REF4	9198	Book of Lairs II
I3:5	9199	Desert of Desolation
H3	9200	Bloodstone Wars
I12	9201	Egg of the Phoenix
I13	9202	Adventure Pack I
OA4	9203	Blood of the Yakuza
M4	9204	Five Coins for a Kingdom
DA4	9205	Duchy of Ten
C6	9206	Official RPGA® Tournament Handbook
IM3	9207	Best of Intentions
GAZ03	9208	Principalities of Glantri
S1:4	9209	Realms of Horror
CM9	9210	Legacy of Blood
AC10	9211	Bestiary of Dragons and Giants
N5	9212	Under Illefarn
M5	9214	Talons of Night
GAZ04	9215	Kingdom of Ierendi
FR02	9217	Moonshae
X13	9218	Crown of Ancient Glory
AC11	9220	Book of Wondrous Inventions
DQ1	9221	Shattered Statue
WG07	9222	Castle Greyhawk
GAZ05	9223	Elves of Alfheim
FR03	9224	Empires of the Sands
OP1	9225	Tales of the Outer Planes
I14	9226	Swords of the Iron Legion
GAZ06	9227	Dwarves of Rockhome
H4	9228	Throne of Bloodstone
FR04	9229	Magister
GAZ07	9230	Northern Reaches
DL15	9231	Mists of Krynn
GAZ08	9232	Five Shires
FR05	9233	Savage Frontier
	9234	Dungeon Master's Design Kit
FR06	9235	Dreams of the Red Wizards
GAZ09	9236	Minrothad Guilds
DL16	9237	World of Krynn
FRC1	9238	Ruins of Adventure
FRC2	9239	Curse of the Azure Bonds
REF5	9240	Lords of Darkness
GAZ10	9241	Orcs of Thar
OA5	9242	Mad Monkey vs. the Dragon Claw
DLE1	9243	In Search of Dragons
DLE2	9244	Dragon Magic
GAZ12	9246	Golden Khan of Ethengar
FRE1	9247	Shadowdale
FRE2	9248	Tantras

FRE3	9249	Waterdeep
GAZ11	9250	Republic of Darokin
WG09	9251	Gargoyle
FR07	9252	Hall of Heroes
WG08	9253	Fate of Istus
PC1	9254	Tall Tales of the Wee Folk
PC2	9255	Top Ballista
OA6	9257	Ronin Challenge
OA7	9258	Test of the Samurai
B11	9260	King's Festival
B12	9261	Queen's Harvest
FR08	9262	Cities of Mystery
REF1	9263	AD&D® DUNGEON MASTER™ Screen
REF2	9264	AD&D® Character Record Sheets
WG10	9265	Child's Play
FR09	9267	Bloodstone Lands
WG11	9269	Puppets
WG12	9270	Vale of the Mage
DDA3	9271	Eye of Traldar
DDA4	9272	Dymrak Dread
SJA1	9273	Wildspace
FR10	9274	Old Empires
DLA1	9275	Dragon Dawn
LNA1	9276	Thieves of Lankhmar
PC3	9277	Sea People
DLR1	9278	Otherlands
WGA1	9279	Falcon's Revenge
SJR1	9280	Lost Ships
FRA1	9281	Storm Riders
LC2	9282	Inside RAVENS BLUFF™
DDA1	9284	Arena of Thyatis
DLA2	9285	Dragon Knight
SJA2	9286	Skull & Crossbows
GAZ13	9287	Shadow Elves
WGA2	9289	Falconmaster
FRA2	9290	Black Courser
DLC1	9291	DRAGONLANCE® Classics Volume One
WGR1	9292	Greyhawk Ruins
MAGIC1	9293	Magic Encyclopedia Volume One
DLA3	9294	Dragon's Rest
LNR1	9295	Wonders of Lankhmar
DDA2	9296	Legions of Thyatis
FOR1	9297	Draconomicon
RA1	9298	Feast of Golbyns
SJA3	9299	Crystal Spheres
FR11	9300	Dwarves Deep
FA1	9301	Halls of the High King
WGA3	9302	Flames of the Falcon
HWA1	9303	Nightwail
FRA3	9304	Blood Charge
LNA2	9305	Nehwon
GAZ14	9306	Atruaghin Clans
FROA1	9307	Ninja Wars
DDREF1	9308	D&D® Character Record Sheets
WGA4	9309	Vecna Lives!
HWA2	9310	Nightrage
HWA3	9311	Nightstorm
SJR2	9312	Realmspace
SJR3	9313	SPELLJAMMER® DUNGEON MASTER Screen
DLS1	9314	New Beginnings
LC4	9315	Port of Ravens Bluff
LC3	9316	Nightwatch in the Living City
WGS1	9317	Five Shall Be One
LNA3	9318	Prince of Lankhmar
DLS2	9319	Tree Lords
FR13	9320	Anauroch
RA2	9321	Ship of Horrors
HR1	9322	Vikings Campaign Source Book
HR2	9323	Charlemagne's Paladins Campaign Source Book
FR12	9324	Horde Campaign
SJA4	9325	Under the Dark Fist
FOR2	9326	Drow of the Underdark
DLS3	9327	Oak Lords
SJR4	9328	Practical Planetology
LNR2	9329	Tales of Lankhmar
HHQ1	9330	Fighter's Challenge
RR1	9331	Darklords
HWR1	9332	Sons of Azca
FMA1	9333	Fires of Zatal
DLS4	9334	Wild Elves
	9335	BATTLESYSTEM™ Skirmishes
RR2	9336	Book of Crypts
WGS2	9337	Howl From the North
RA3	9338	Touch of Death
HWR2	9339	Kingdom of Nithia
FMA2	9340	Endless Armies
FA2	9341	Nightmare Keep
	9342	Quest for the Silver Sword
SJS1	9343	Goblin's Return
DLR2	9344	Minotaurs
RR3	9345	Van Richten's Guide to Vampires
FOR3	9346	Pirates of the Fallen Stars
SJQ1	9347	Heart of the Enemy
RR4	9348	Islands of Terror
FMQ1	9349	City of Gold
	9350	Assault on Raven's Ruin
FR14	9351	Great Glacier
RQ1	9352	Night of the Walking Dead
GR1	9353	Strongholds
FRQ1	9354	Haunted Halls of Eveningstar
RR5	9355	Van Richten's Guide to Ghosts
CR1	9356	Wizard Spell Cards
	9357	Thunder Rift
	9358	Aurora's Whole Realms Catalog
HHQ2	9359	Wizard's Challenge
WGR2	9360	Treasures of Greyhawk
SJR5	9361	Rock of Bral
CR2	9362	Priest Spell Cards
	9363	D&D® Character and Monster Assortment Pack
RQ2	9364	Thoughts of Darkness
GR2	9365	Dungeons of Mystery
ALQ1	9366	Golden Voyages
PC4	9368	Night Howlers
FRQ2	9369	Hordes of Dragonspear
HR4	9370	Mighty Fortress Campaign Source Book
LNQ1	9371	Slayers of Lankhmar
AC1010	9372	Poor Wizard's Almanac
FR15	9373	Gold and Glory
SJR6	9374	Greyspace
RQ3	9375	From the Shadows
HR3	9376	Celts Campaign Source Book
GR3	9377	Treasure Maps
HWQ1	9378	Milenian Scepter
	9379	Volo's Guide to Waterdeep
REF6	9380	Rogue's Gallery
DLQ1	9381	Knight's Sword
DLQ2	9382	Flint's Axe
DLR3	9383	Unsung Heroes
HWR3	9384	Milenian Empire
WGQ1	9385	Patriots of Ulek
WGR3	9386	Rary the Traitor
	9387	Sword and Shield

Goggles



Goggles are large spectacles that wrap tightly against the head. They completely enclose the eye, protecting it from wind, insects and other airborne or flying hazards. Goggles can be fitted with convex or concave lenses, allowing nearsighted or farsighted wearers to see clearly. Generally, the lenses are made from glass and the wrap is cut from leather or stout cloth. Magical goggles are enchanted so that anyone with a human-like skull, overall size notwithstanding, can wear the goggles. If required to make an item saving throw, goggles are treated as glass or leather, whichever is *worse.*

Name	EP	Cost	Book/Page
Goggle, Darkness	30	200	1072b-39
Goggle, Troppenribb's	500	2,500	PC2-40

Gong



A gong is a large, thin, circular metal percussion instrument. When struck with a blunt instrument, it emits a sound much like that of a cymbal, but deeper, louder, and longer lasting. A gong must hang freely to produce its clamor and usually has one or more holes, either along the rim or in the center, where thongs or rope can be attached. Gongs save as metal.

Name	EP	Cost	Book/Page
Gong, Butler Summoning	200	1,000	AC04-037
Gong, Chain	500	2,500	AC04-037
Gong, Dispelling	1,500	7,500	2018-134
Gong, Earthquakes	10,000	100,000	AC04-037
Gong, Fishing	300	1,500	AC04-037
Gong, Kicking	1,000	5,000	AC04-037
Gong, Stunning	700	3,500	AC04-037
Gong, Summoning	1,500	7,500	AC04-037
Gong, Whirlwinds	2,000	10,000	AC04-037

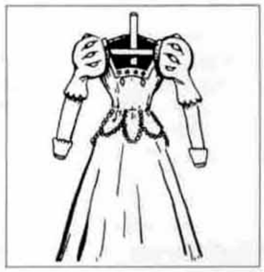
Goose



This construct is four feet tall and weighs about 200 pounds. It is built of some strange black metal. During the day it is completely immobile. At sunset, it whirs to "life" and begins patrolling the outskirts of a camp, house, or other dwelling or area less than 10,000 square feet, as directed by its owner. If it comes across someone within the area while patrolling it begins clacking and squawking at the top of its mechanical voice. Its statistics are MV 15, AC 0, hp 40, THAC0 13. It attacks once per round with its beak for 2d4 points of damage.

Name	EP	Cost	Book/Page
Goose, Ipsissimo's Black	8,000	40,000	DRAG178-19

Gown



A gown is a loose, flowing outer garment worn by women. These dresses are generally very expensive and highly decorative. Gowns intended to be worn during important events are elaborately made, dyed with fine colors, and ornamented with flowers, feathers, and hand-crafted trinkets.

Name	EP	Cost	Book/Page
Gown, Loriell's	600	3,000	POLY019-30
Gown, Protection +1	1,000	10,000	*new item*
Gown, Protection +2	2,000	20,000	*new item*

Grail



The *Holy Grail* is a large chalice that appears to be made of pure gold, though in reality it is crafted from wood. To see the *Holy Grail,* a character must be lawful good and above evil temptations. When a worthy knight drinks from the *Grail,* he activates its magical powers. The chalice has the following abilities which it exercises as the need arises: *create food and water* (for all who see it), *heal, neutralize poison, remove curse* (for all who can see it), and *plant growth* (over any barren area to which it is taken).

Name	EP	Cost	Book/Page
Grail, Holy	Relic	P	2108-032

Grain



Grains of discomfort are usually found in pouches and should always be handled with gloves. If a handful of this substance is hurled at an opponent (treat as a thrown weapon) and makes contact, the grains work their way to the skin and renders the victim incapable of action within 1d4 turns until all clothing is removed and shaken out.

Name	EP	Cost	Book/Page
Grain, Discomfort	600	3,000	POLY043-22

Grappling Iron



A grappling iron is a hook used to secure a rope for climbing. It normally has two, three, or four curved tines that radiate from a central shank. Deluxe grappling irons with folding tines sometimes are available. These irons can be folded flat for easy carrying. Such an iron costs twice the price of an ordinary grappling iron.

Name	EP	Cost	Book/Page
Grappling Iron, Enchanted	1,200	3,600	LNA1-67

Gravitic Stabilizer

This one-ton object looks like a standard keel mount for a 10-ton spelljammer. Originally designed for the *Yacht,* it has appeared in a few other 10-ton ships as well (it cannot be used on larger ships). The gravitic stabilizer rotates the ship to automatically realign with the greater mass whenever the ship is subjected to the effects of another gravity plane—entering a large object's gravity well can be catastrophic otherwise.



Name	EP	Cost	Book/Page
Gravitic Stabilizer	—	500,000	1072a-79

Guisarme

Also called the gisarme or the giserne, the guisarme is a pole arm with an elaborately curved or hooked blade, much like a farmer's pruning hook. Thrusting spikes are often attached to the top of the weapon's shaft. The hook in the blade sometimes can be used to snag mounted opponents and pull them from their seats



Name	EP	Cost	Book/Page
Guisarme +1	500	3,000	2101-74
Guisarme +2	1,000	6,000	2101-74
Guisarme +3	1,500	9,000	2101-74
Guisarme +4	2.000	12,000	2101-74
Guisarme +5	2,500	15,000	2101-74

Gun

This 500-lb harpoon gun is a powerful weapon, but it is impossible to predict when it will go off. The weapon resembles a cannon mounted on a platform. Once loaded, it fires in 1d6 rounds. Until it fires, a character must constantly aim it or it automatically misses its target. The harpoon fires a single 10'-long steel bolt for 3d20 hp of damage at a range of 300'.



Name	EP	Cost	Book/Page
Gun, Harpoon, Steamsticker	1,000	10,000	DUNG022-43

Gyregam

The origin of these rare devices is now forgotten, but they were plentiful at one time. Gyregams are fist-sized spheres of a silvery, mirror-smooth nonferrous metal. When a command word is spoken, the gyregam begins spinning and hangs in midair wherever it is released. Thereafter, other commands will invoke its various powers.



Name	EP	Cost	Book/Page
Gyregam, Fire	900	9,500	FR04-40

Halberd

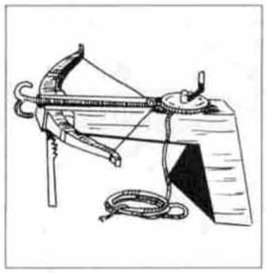
The halberd is one of the most effective and often used polearms. The weapon consists of a cleaver like axe blade mounted on a staff six or more feet long. The axe blade is balanced at the rear with a fluke or hook for dismounting horsemen and surmounted by a sharp spike. The axe blade also is angled to give the wielder maximum impact when chopping at foes.



Name	EP	Cost	Book/Page
Halberd +1	1,000	10,000	*new item*
Halberd +2	1,500	15,000	*new item*
Halberd +3	2,000	20,000	*new item*
Halberd +4	2,500	25,000	*new item*
Halberd +5	3,000	30,000	*new item*
Halberd, Cursed −1	—	1,000	*new item*
Halberd, Cursed −2	—	2,000	*new item*
Halberd, Gold +4	4,000	40,000	2006-32

Halting Device

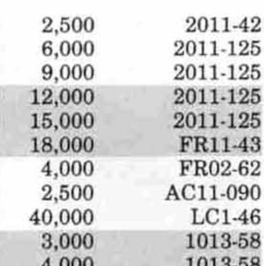
This device can be fastened to most mobile inventions. It is used for emergency stops. It consists of a crossbow shooting a grappling hook fitted with a rope. The other end of the rope is fastened to the vehicle. The device also can be used be as a simple grappling hook shooter. It has a range of 60' and costs 250 gp. It weighs 5 pounds.



Name	EP	Cost	Book/Page
Halting Device, Emergency	—	250	AC11-091

Hammer

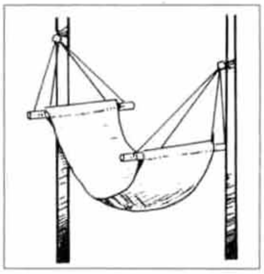
The term "hammer" describes several different types of weapons, including lucerne hammers (a type of pole arm), and warhammers. The warhammer takes its basic structure from the standard carpentry tool. The head is made of iron or steel, with a metal or wooden handle. Some hammers are fitted with a spike that can be used as a thrusting weapon that causes 1d3 points of damage.



Name	EP	Cost	Book/Page
Hammer +1	300	2,500	2011-42
Hammer +2	650	6,000	2011-125
Hammer +3	1,000	9,000	2011-125
Hammer +4	1,500	12,000	2011-125
Hammer +5	2,000	15,000	2011-125
Hammer, Air	600	18,000	FR11-43
Hammer, Avenging +2	800	4,000	FR02-62
Hammer, Basher	250	2,500	AC11-090
Hammer, Black +6	8,000	40,000	LC1-46
Hammer, Breathing	600	3,000	1013-58
Hammer, Charming	800	4,000	1013-58
Hammer, Deceiving	200	1,000	1013-58
Hammer, Defending	800	4,000	1013-58

Name	EP	Cost	Book/Page
Hammer, Deflecting	800	4,000	1013-58
Hammer, Draining	1,000	5,000	1013-58
Hammer, Dwarf Thrower +3	—	1,800	DRAG156-28
Hammer, Dwarven Thrower +3	1,500	15,000	2100-083
Hammer, Extinguishing	800	4,000	1013-58
Hammer, Finding	2,000	10,000	1013-58
Hammer, Flaming	1,200	6,000	1013-58
Hammer, Flying	1,000	5,000	1013-58
Hammer, Gesen	1,200	6,000	1055-CARD
Hammer, Havoc +3	1,000	10,000	POLY051-22
Hammer, Healing	3,000	15,000	1013-58
Hammer, Hiding	1,200	6,000	1013-58
Hammer, Holding	1,000	5,000	1013-58
Hammer, Kharas +2	1,000	5,000	2021-096
Hammer, Life	6,000	30,000	CM2-027
Hammer, Lighting	4,000	30,000	1013-58
Hammer, Mjolnir +5	Relic	P	2013-106
Hammer, Nailing	300	3,000	DRAG030-37
Hammer, Penetration	2,000	20,000	D RAG099-52
Hammer, Rune	2,500	25,000	FR11-45
Hammer, Silencing	800	3,800	1013-58
Hammer, Slowing	800	4,000	1013-58
Hammer, Speeding	750	3,500	1013-58
Hammer, Thunderbolts +2	2,500	25,000	DRAG062-66
Hammer, Thunderbolts +3	3,000	30,000	2100-083
Hammer, Translating	1,000	1,500	1013-58
Hammer, Vitroin +1	8,000	40,000	XS2-38
Hammer, Watching	1,000	2,000	1013-58
Hammer, Winged	2,400	24,000	FR11-45
Hammer, Wishing	1,200	12,000	1013-58

Hammock



A hammock is a hanging bed or couch that must be stretched between two sturdy objects. They are most often constructed of canvas, leather, netted cord, or rope. A hammock generally spreads around its occupant to securely hold him in place as he rests. The ties that hold the hammock above ground can easily be unfastened to move the hammock.

Hammock, Entrapment	—	1,000	AC04-038
Hammock, Layne's	1,000	5,000	POLY043-22
Hammock, Protection +1	2,000	10,000	AC04-038
Hammock, Protection +2	3,000	15,000	AC04-038
Hammock, Protection +3	4,000	20,000	AC04-038
Hammock, Protection +4	5,000	25,000	AC04-038
Hammock, Protection +5	6,000	30,000	AC04-038

Hand



The term "hand" describes a multitude of objects. Some magical hands actually are pairs of gloves; others are sets of extremely powerful gauntlets that cover the wearer's knuckles and the back of the hand. Other hands are relics (often evil) cleaved from the bodies of powerful villains, creatures, heroes, or effigies. See the item description for details Wearable hands will fit any humanoid from pixie to storm giant size.

Name	EP	Cost	Book/Page
Hand, Black	4500	50,000	FA1-48
Hand, Enjoyment, Extendible	300	1,500	DRAG134-43
Hand, Harrowing	2,000	25,000	REF5-87
Hand, Holy of Bane	8,000	—	FA1-49
Hand, Remote Action	1,400	16,500	DRAG099-51
Hand, Vecna	Relic	60,000	WGA4-69
Hand, Wonderful	1,400	16,500	FR04-38

Handkerchief



Magical handkerchiefs are simple squares of silk cloth. Their power is activated when they are dropped, held to the nostrils, passed over the eyes, or pulled from the pocket. Often, a command word must be spoken as well. If the handkerchief is exposed to normal fire or magical fire, it saves at a +2 bonus.

Handkerchief, Flirting	400	4,000	AC04-038
Handkerchief, Length	600	6,000	AC04-038
Handkerchief, Sneezing	—	1,000	AC04-038

Harness



A harness is a combination of straps, bands, collars, and other components that attaches a draft animal to a cart, plow or other piece of equipment. A horse harness includes the crownpiece, front, blinker, cheek strap, noseband, bit, sidecheek, throatlatch, reins, hame, collar, martingale, hame tug, bellyband, saddle, terret, hip straps, breeching, trace, and crupple.

Harness, Seker	500	2,500	I4-32
Harness, Taming	600	3,000	DRAG073-39

Harp



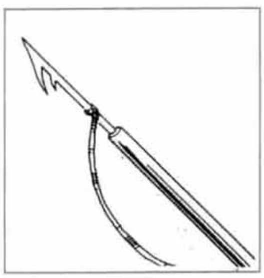
A harp is a musical instrument consisting of a three-or four-sided frame to which strings are attached. The harp is played by plucking or strumming the strings. Harps may be of nearly any size and material, from the 1'-square wooden type to the giant-sized triangular version, as much as 30' tall. All magical harps have command words; they can be played nonmagically, and must be both played and commanded for their magic to be activated.

Harp, Azlaer's	3,000	12,000	FR04-42
Harp, Broken	100	1,000	AC04-038
Harp, Charming	5,000	20,000	2100-170
Harp, Discord	—	1,500	2100-170
Harp, Dove's	500	2,500	FR04-43
Harp, Esheen's	5,000	25,000	FR04-43
Harp, Fingerbreaking	100	1,000	AC04-039
Harp, Gold	3,000	24,000	AC04-039

Name	EP	Cost	Book/Page
Harp, Hand	2,000	16,000	FA1-49
Harp, Janthra's	5,000	25,000	FR04-43
Harp, Marks	3,000	24,000	AC04-039
Harp, Methild's	4,000	20,000	FR04-43
Harp, Nithanalor's	2,500	12,500	FR04-43
Harp, Questing	1,000	10,000	AC04-039
Harp, Rhingalade's	2,000	12,000	FR04-44
Harp, Silence	2,500	25,000	AC04-039
Harp, Spirit Restoration	1,000	10,000	X13-61
Harp, Throbbing	1,500	7,500	AC04-039
Harp, Valard's	1,000	6,000	FR04-44
Harp, Zunzalor's	4,000	25,000	FR04-44

Harpoon

The harpoon is a hunting tool that in times of duress, may be used for defense. It was developed for hunting marine mammals and large fish. The first harpoons were merely pointed sticks. Later they became sticks with a head of horn or bone. The heads have hooks barbs added for increased damage and to hold the harpoon fast in the target beast's flesh.



Name	EP	Cost	Book/Page
Harpoon +1	300	1,500	1072-79
Harpoon +2	600	3,000	1072-79
Harpoon +3	900	4500	1072-79
Harpoon +4	1,200	6,000	1072-79
Harpoon +5	1,500	7,500	1072-79
Harpoon, Exceptional Quality	1,200	6,000	LC4-36
Harpoon, Howling +3	1,000	5,000	DLR1-81

Hasp

A hasp is a small, metallic object used as a clasp for a door or the lid of a chest to secure it shut. Usually brass, a hasp can often have a hoop that allows its user to secure it with a padlock, nail, or other appropriate device to hinder easy access. Hasps are very common on treasure chests, curio boxes, bedside strongboxes, coffers, and wardrobes.



Name	EP	Cost	Book/Page
Hasp, Locking	500	2,500	AC04-039
Hasp, Reloading	650	2,750	AC04-039

Hat

Magical hats actually can be any type of headgear: caps, helmets, or turbans, to name but a few. Enchanted hats magically shrink or expand fit any size head. To use a hat, the user must have a head of some sort. In this case a "head" is any appendage that houses organs for at least half of the standard senses



Name	EP	Cost	Book/Page
Hat, Cyclocone	300	15,000	2017-098
Hat, Difference	1,000	8,000	2017-100
Hat, Disguise	1,000	7,500	2100-170
Hat, Hairiness	500	3,500	AC04-039
Hat, Hairlessness	500	3,500	AC04-039
Hat, Headlessness	500	3,500	AC04-039
Hat, Stupidity	—	1,000	2100-171

Headband

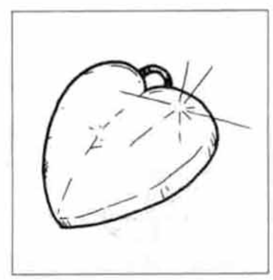
Headbands are simple constructs that are wrapped around the forehead, and tied securely in the back or on the side of the head. They can be made from furs, cloth, carved from bone or ivory, or woven from plant fibers. Headbands usually are used for decorations, or to keep sweat and stray hair out of the wearer's eyes.



Name	EP	Cost	Book/Page
Headband, Corusk Mountains	1,800	18,000	2023-080
Headband, Jotems	800	4,500	2023-080
Headband, Protection +1	1,000	10,000	*new item*
Headband, Protection +2	2,000	20,000	*new item*

Heart

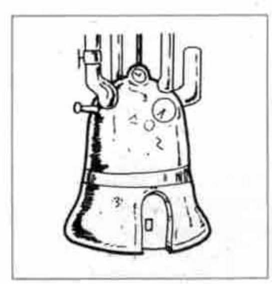
Customarily, a magical heart is a golden piece of jewelry, from a quarter inch to one inch across, but there are exceptions. A heart usually is mounted on a thin, decorative chain. It must be worn as a necklace, a charm bracelet, or as an anklet. The command word must be spoken by the wearer for the magical heart to take effect.



Name	EP	Cost	Book/Page
Heart, Beating	400	2,000	AC04-040
Heart, Chicken	200	1,000	AC04-040
Heart, Hearing	600	3,000	AC04-040
Heart, Iron	1,000	5,000	PHBR4-109
Heart, Lion	1,200	6,000	AC04-040
Heart, Royal	1,500	7,500	AC04-040
Heart, Stone	800	6,000	AC04-040

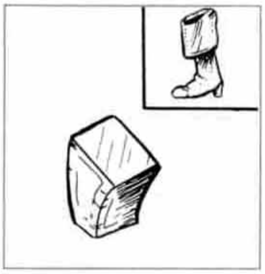
Heater

This invention looks like a large iron bell with metal pipes coming in and out on all sides. Runes are engraved all around the bell. A small door with a large padlock is visible at the bottom. On top of the whole are small tubes, whistles, gauges, and knobs. Once in a while, steam bellows out of one of the tubes, producing a loud whistling sound.



Name	EP	Cost	Book/Page
Heater, Vanserie's Wondrous Elemental	3,500	32,000	AC11-086

Heel



A heel is the thick part of the sole of a shoe or boot. A heel can improve the wearer's gait and increase daily movement. Larger heels give the wearer an increase in height and thus command more attention. Magical heels do not experience the normal wear and tear that standard heels do and thus never need to be replaced (unless their magic is destroyed.)

Name	EP	Cost	Book/Page
Heels, Reunion	1,000	5,000	POLYINT-27

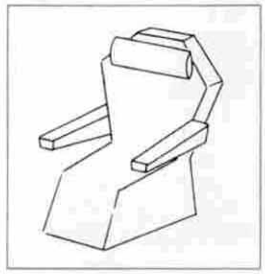
Helm/Helmet



Helms are part of a warrior's basic protection. Failure to use proper headgear leaves the character open to called shots by opponents or to other disadvantages at the DM's option. Most headgear must be removed when making rolls for hearing noise. Optionally, great helms and closed-face helmets, when worn with plate armor, grant a +2 bonus against breath weapons and spells that affect the eyes.

Name	EP	Cost	Book/Page
Helm +1	1,000	5,000	*new item*
Helm +2	2,000	10,000	*new item*
Helm +3	3,000	15,000	*new item*
Helm +4	4,000	20,000	*new item*
Helm +5	5,000	25,000	*new item*
Helm −1 (Cursed)	—	1,000	*new item*
Helm, Alignment Change	—	1,200	1011-42
Helm, Alignment Detection	1,400	7,000	POLY051-22
Helm, Blonding	500	2,500	DRAG030-37
Helm, Brilliance	2,500	60,000	2100-171
Helm, Brilliance 40 Watt	250	600	DRAG156-28
Helm, Chaos	1,000	5,000	2002b-37
Helm, Cirulon	2,000	10,000	DLE3-062
Helm, Comprehend Languages and Reading Magic	1,000	12,500	2100-171
Helm, Darkness	2,500	45,000	FR04-44
Helm, Dragon	2,000	25,000	DRAG086-28
Helm, Dread	1,000	5,000	2006-32
Helm, Forgetfulness	—	800	DRAG002-13
Helm, Golden, Jouahainen's	Relic	10,000	2006-37
Helm, Griffon Mane +1	2,500	45,000	2021-099
Helm, Harrow	1,500	15,000	DRAG091-59
Helm, Law	2,000	25,000	2002b-37
Helm, Opposite Alignment	—	1,000	2100-171
Helm of Reading	1,000	10,000	1071-240
Helm, Seabreathing	2,500	12,500	FR02-63
Helm, Shukenja	2,000	13,000	DRAG126-50
Helm, Subterranean Sagacity	1,000	10,000	DRAG058-27
Helm, Telepathy	3,000	35,000	210 0-171
Helm, Teleportation	2,500	30,000	2100-171
Helm, Terror	250	2,500	HR1-65
Helm, Underwater Action	1,000	10,000	2100-171
Helm, Underwater Vision	900	9,000	2003-24
Helm, Wyrm	4,000	40,000	IMAG029-36
Helmet, Liaison	—	10,000	1072a-81

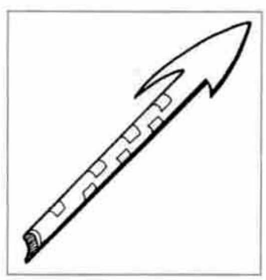
Helm, Spelljamming



The chief method for moving through space is *spelljamming*, a process that converts magical energy into motive force. Spelljamming helms are the easiest way to get a ship moving, but not the only one. Most helms and magical "engines" have a limitation of how large or how small a mass they can move. This, in turn, sets the limit on the size of most space vessels.

Name	EP	Cost	Book/Page
Helm, Spelljamming, Artifurnace	—	P	1049b-038
Helm, Spelljamming, Bardic	—	200,000	1072a-80
Helm, Spelljamming, Beacon	—	200,000	SJR1-76
Helm, Spelljamming, Bomb-	—	50,000	SJR1-79
Helm, Spelljamming, Cloaking	—	350,000	DRAG159-16
Helm, Spelljamming, Crown of the Stars	—	P	1049-037
Helm, Spelljamming, Death	—	50,000	SJR1-78
Helm, Spelljamming, Forge	—	500,000	1049a-037
Helm, Spelljamming, Furnace	—	100,000	1049a-038
Helm, Spelljamming, Gnomish	—	50,000	1049a-037
Helm, Spelljamming, Grand	—	1 million	1072a-80
Helm, Spelljamming, Lifejammer	—	80,000	1049a-038
Helm, Spelljamming, Ki	—	P	1072a-80
Helm, Spelljamming, Major	—	100,000	1049a-034
Helm, Spelljamming, Minor	—	250,000	1049a-034
Helm, Spelljamming, Orbus	—	300,000	1049a-036
Helm, Spelljamming, Pool	—	500,000	1049a-036
Helm, Spelljamming Pump	—	600,000	1072a-87
Helm, Spelljamming, Radiant	—	P	1072a-81
Helm, Spelljamming, Series	—	75,000	1049a-036
Helm, Spelljamming, Ultimate	—	500,000	1065a-28

Helmseeker



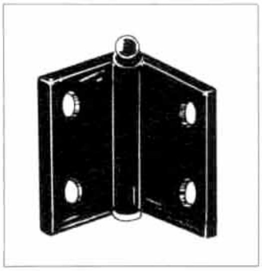
A *helmseeker* is a specially enchanted missile fired from a large, ship-mounted weapon. *Helmseekers* are unlike normal missiles in that they lock onto and move toward spelljamming ships. The missile moves at SR 6 and MC A, and moves exactly like a ship and in the missile movement phase of the combat round.

Name	EP	Cost	Book/Page
Helmseeker, Accelerator	100	1,000	1072a-81
Helmseeker, Ballista, Heavy	50	500	1072a-81
Helmseeker, Ballista, Light	25	250	1072a-81
Helmseeker, Ballista, Medium	38	375	1072a-81
Helmseeker, Bombard, Iron	90	900	1072a-81
Helmseeker, Bombard, Iron, Great	270	2700	1072a-81
Helmseeker, Bombard, Stone	60	600	1072a-81
Helmseeker, Bombard, Stone, Great	180	1,800	1072a-81
Helmseeker, Catapult, Heavy	60	600	1072a-81
Helmseeker, Catapult, Light	30	300	1072a-81
Helmseeker, Catapult, Medium	45	450	1072a-81
Helmseeker, Greek Fire	150	1,500	1072a-81
Helmseeker, Jettison, Heavy	70	700	1072a-81

Name	EP	Cost	Book/Page
Helmseeker, Jettison, Light	35	350	1072a-81
Helmseeker, Jettison, Medium	52	520	1072a-81

Hinge

Hinges are simple devices that allow doors to swing open while remaining attached to a supporting wall. They commonly are made of brass or iron, and hinges made from precious metals are almost unheard of. Magical hinges can either replace an existing hinge (removing the old and bolting the magical one in place), or the magical hinge can actually be placed over the existing article.



Name	EP	Cost	Book/Page
Hinge, Opening	700	7,000	AC04-040
Hinge, Shrieking	1,000	10,000	AC04-040

Hockey Stick

Hockey sticks are uncommon sports equipment used in a game that is played on a plane of ice. The players skate about on the ice, each heavily armored or padded and holding a hockey stick. On a natural 19 or 20 on an attack roll, the hockey stick can remove teeth from the opponent's mouth, reducing the victim's Charisma score by one point, or reduce a monster's biting damage by one point.



Name	EP	Cost	Book/Page
Hockey Stick, Holy Terror +5	5,000	45,000	DRAG072-51

Hold

A magical hold is actually a knocker that is bolted to the door of a ship's cargo bay. When placed on a door *inside* a ship, it creates a portal to an interdimensional space. A specific number of knocks and a command word must be known to enter the special interdimensional space. Each *hold of holding* is irrevocably tied to a specific interdimensional space.



Name	EP	Cost	Book/Page
Hold, Holding, 10'×10'×10'	4,50 0	50,000	1072a-82
Hold, Holding, 20'×10'×10'	5,00 0	100,000	1072a-82
Hold, Holding, 20'×25'×10'	5500	150,000	1072a-82
Hold, Holding, 40'×25'×10'	6,50 0	250,000	1072a-82
Hold, Holding, 50'×30'×10'	7,50 0	350,000	1072a-82
Hold, Holding, 50'×40'×10'	10,0 00	500,000	1072a-82
Hold, Holding, 50'×50'×10'	15,0 00	750,000	1072a-82

Hole

A *portable hole* is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of astral plane luminaries. When folded, it becomes as small as a pocket handkerchief. A hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears but the contents remain within.



Name	EP	Cost	Book/Page
Hole, Portable	5,000	50,000	2100-177
Hole, Portable, Rudra's	6,000	60,000	2006-09

Hook

The hook (also called a gaff) is actually a tool used to hook and land fish. It is commonly found wherever fishing boats are encountered, and the hooks are in plentiful supply, affording a disarmed adventurer a weapon of last resort. Another type is the common grappling hook. They are normally used to secure a rope for climbing.



Name	EP	Cost	Book/Page
Hook, Grappling, Griffon's Claw	50	450	DRAG159-17
Hook, Wizard	1,000	10,000	DRAG073-37

Hooves

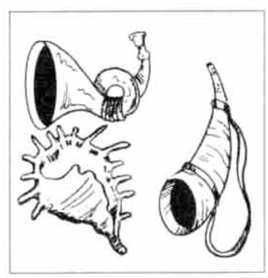
Hooves are the nail-like growths at the bottom of many kinds of animal's feet; they never stop growing. Magical hooves are ivory constructs that fit completely over an animal's hoof. Once in place, the animal's hooves stop growing, and the animal walks completely on the magical item. The magical hooves do not wear down when the animai walks.



Name	EP	Cost	Book/Page
Hooves, Flying	500	2,500	*new item*
Hooves, Iron	1,000	5,000	CN2-029
Hooves, Laming	—	1,000	*new item*

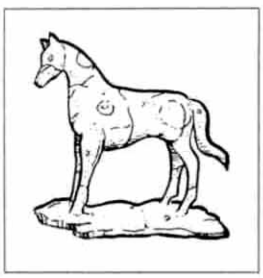
Horn

Horns are musical instruments that have existed in every world throughout recorded history. The earliest form was the animal horn or large sea shell. Metal horns arose much later and are made of brass, copper, bronze, and occasionally silver. They are slender tubes six to 12 feet long, often coiled in several circles with a flared bell.



Name	EP	Cost	Book/Page
Horn, Azure Sea	750	5,000	2023-080
Horn, Barrier Peaks	3,000	18,000	2023-081
Horn, Blasting	5,000	55,000	2100-171
Horn, Bubbles	—	1,200	2100-172
Horn, Change	Relic	20,000	2011-158
Horn, Collapsing	1,500	25,000	2100-172
Horn, Command	2,000	20,000	FR10-84
Horn, Death's Head	3,000	15,000	POLY058-07
Horn, Dolphins	750	3,250	DLR1-81
Horn, Drinking, Bottomless	1,000	10,000	HR1-65
Horn, Fog	400	4,000	2100-172
Horn, Geryon, of	Relic	P	2016-22
Horn, Gjaller	Relic	P	2006-25
Horn, Hard Hearts	500	2,500	AC04-040
Horn, Plenty	2,000	20,000	AC04-041
Horn, September	1,000	10,000	AC04-041
Horn, Shoo	500	2,500	AC04-041
Horn, Signaling	1,000	5,000	AC04-041
Horn, Tritons, of the	2,000	17,500	2100-172
Horn, Uncontrollable Striding and Springing	—	2,000	DUNG030-39
Horn, Unicorn	1,000	3,000	1031-76
Horn, Valhalla, Brass	1,000	15,000	2100-172
Horn, Valhalla, Bronze	2,000	30,000	2100-172
Horn, Valhalla, Iron	3,000	45,000	2100-172
Horn, Valhalla, Silver	1,000	15,000	2100-172
Horn, Valor	5,000	25,000	2121-138
Horn, Vast Swamp	1,000	2,500	2023-081
Horn, Voices	500	2,500	SJR2-69
Horn, War	1,000	2,500	DRAG145-40

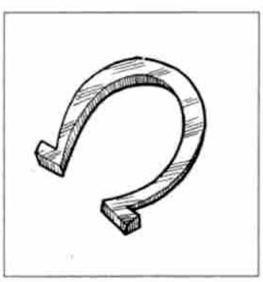
Horse



Most items of this nature look alike. Each is a full-sized, roughly-hewn statue of a heavy horse (but light and medium versions also exist), carved from some sort of hard stone. A horse's dweomer is activated by speaking a command word. This word brings the animates the steed, enabling it to take a burden, and even to attack as if it were a warhorse.

Name	EP	Cost	Book/Page
Horse, Flying	2,500	25,000	1021b-63
Horse, Stone, Courser	2,000	12,000	2017-103
Horse, Stone, Destrier	2,000	12,000	2017-103

Horseshoe



In the wild, horses wear down their hooves as fast as they grow, but domesticated horses, with the weight of rider and equipment, wear away hooves more quickly. Without protection, the horse would rapidly become lame and useless. Metal horseshoes are used to counteract the wear and tear on the hooves. The shoe is nothing more than an iron bar hammered into a "U" shape, and nailed tightly onto the horse's hoof. The nails cause no discomfort to the animal. With horseshoes, the mount can travel farther, faster, and longer.

Name	EP	Cost	Book/Page
Horseshoe, Fleeting	1,000	3,000	AC04-041
Horseshoe, Flying	1,000	2,500	AC04-041
Horseshoe, Petrification	—	900	AC04-041
Horseshoe, Speed	2,000	10,000	2100-172
Horseshoe, Surefootedness	1,500	5,000	POLY059-27
Horseshoe, Zephyr, of a	1,500	7,500	2100-172

Hourglass



An hourglass is an instrument used to measure the passing of time. It consists of two bulbous glass globes connected by a narrow passage. Sand passes from the topmost bulb, through the narrow section, into the lower glass globe. These globes are held together by a wooden frame that is itself held together by twine and screws, or nuts and bolts.

Name	EP	Cost	Book/Page
Hourglass, Auquhol	750	10,000	IMAG012-38
Hourglass, Fire & Ice	2,000	10,000	2121-138
Hourglass, Obedience	1,500	7,500	DRAG030-36
Hourglass, Seeing	2,000	10,000	X11-60
Hourglass, Timing	1,000	5,000	DRAG073-36
Hourglass, Verthandi's Invincible	Relic	P	1021-62

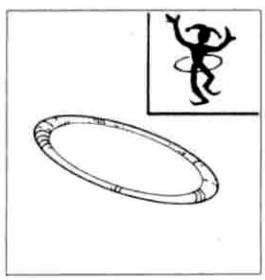
Hover-Vessel



Hover-vessels are rare and expensive magical devices. When at rest, they look like metallic cupolas mounted atop articulated metal frames. When activated, the frame is covered by the fiery manifestation of a beast. The activated vessel moves with the same speed and agility as its beast's physical counterpart. Attacks and defenses are also the same. Hover-vessels can mimic large land animals, large avian creatures, or gigantic water-dwelling beasts.

Name	EP	Cost	Book/Page
Hover-Barge	20,000	200,000	HWR2-d35
Hover-Chariot	20,000	200,000	HWR2-d35
Hover-Vessel	15,000	150,000	HWR2-d35
Hover-Yacht	10,000	100,000	HWR2-d35

Hula-hoop



A hula-hoop usually can be used only by jesters. Once set into motion, it can only be halted by the jester who started it. The hula hoop cannot be grasped, and it has AC −2 and 35 hp if it is attacked by an opponent. The hoop deflects incoming normal missiles, and blocks the first 10 points *magic missile* damage each round.

Name	EP	Cost	Book/Page
Hula-hoop, Roller Hoopers, of the	6,000	30,000	DRAG134-44

Hut

Baba Yaga's hut is a small, windowless log cabin with a hexagonal shape and a decorated wooden roof. The hut is small, only 15′ wide and 12′ high at the peak of the roof, with a small chimney on top, and does not appear very impressive, except for the 12′ long bird legs coming out from the bottom. When in motion, hut spins, making one revolution every six or seven seconds, with the feet stamping every half second. When someone enters or leaves the hut, the legs fold up so that the hut rests on the ground.



Name	EP	Cost	Book/Page
Hut, Baba Yaga's	Relic	60,000	2011-156
Hut, Baba Yaga's, Dancing	Relic	90,000	DRAG083-32

Ichor

Ichor is a thin colorless fluid found in half-ounce vials. It can be applied to food, mixed into liquids, or simply ingested straight. Ichor dries when exposed to air, hardening in one turn (ten rounds). Ichors must enter the body through the mouth for them to be effective. If rubbed on the body or placed in a cut, bruise, or mucous membrane, the ichor will have no effect.



Name	EP	Cost	Book/Page
Ichor, Intoxication	500	900	T1:4-126

Icon

Icons are small, carved items that resemble something larger. These are sometimes placed on charm bracelets. Examples of icons include chairs, books, holy symbols, people, angelic figures, etc. They all have a jewel of come sort imbedded in them that radiates a faint magical aura. Icons can be used once per day unless otherwise stated.



Name	EP	Cost	Book/Page
Icon, Chemosh	1,000	5,000	DUNG022-29
Icon, Truth	2,000	10,000	2021-095

Identifier

This highly valued item is a magical test kit used to identify potions, powders, ichors, salves, and other alchemical substances. It consists of a wooden box (1′ × 1′ × 3′) containing an assortment of vials, flasks, and beakers in small, padded compartments. Also in the box is a copy of a text called *Nefradina's Codex* that gives instructions to use the test kit.



Name	EP	Cost	Book/Page
Identifier, Nefradina's	1,000	5,000	2121-142

Inkwell

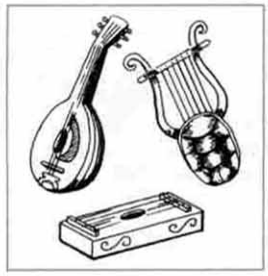
Inkwells are small bottles made of glass or crystal with cork or wooden stoppers to restrain the contents. They usually are designed with narrow necks so that quills may be left standing in the ink. Magical inkwells generally contain magical inks. If an inkwell is broken or completely emptied, it becomes nonmagical.



Name	EP	Cost	Book/Page
Inkwell, Concealment	1,000	5,000	AC04-042
Inkwell, Everfull	800	4,000	AC04-042
Inkwell, Scrollmaking	1,200	6,000	AC04-042

Instrument, Bardic

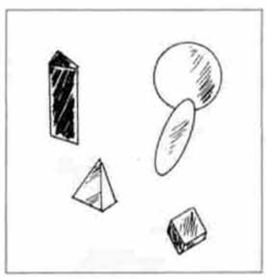
There seven types of special magical bardic instruments. Each can be fully utilized only by a bard, particularly a bard of at least as high a level as the musical instrument is designed for. Bards of lower levels and PCs from other character classes able to play such an instrument can these devices with only limited success.



Name	EP	Cost	Book/Page
Instrument, Bard, Anstruth Harp	17,000	85,000	2011-148
Instrument, Bard, Canaith Mandolin	11,000	55,000	2011-148
Instrument, Bard, Cli Lyre	14,000	70,000	2011-148
Instrument, Bard, Doss Lute	8,000	40,000	2011-148
Instrument, Bard, Fochucan Bandore	1,000	5,000	2011-147
Instrument, Bard, Mac-Fuirmidh Cittern	5,000	25,000	2011-148
Instrument, Bard, Ollamh Harp	20,000	100,000	2011-148

Ioun Stone

These magical stones always float in the air and must be within three feet of their owner to be of any use. When a character first acquires the stones, he must hold each and then release it, so it takes up a circling orbit, whirling and trailing one to three feet from his head. Thereafter, the stones must be grasped or netted to separate them from their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the benefits of the stones during that time. When ioun stones are exposed to attack, they are treated as AC −4 and take 10 hit points of damage to destroy. They save as if they were of hard metal, with a +3 bonus.



Name	EP	Cost	Book/Page
Ioun Stone, Blue Green Spindle	300	5,000	DRAG174-93
Ioun Stone, Brass Lozenge	300	5,000	DRAG174-93
Ioun Stone, Bright Silver Cylinder	300	5,000	DRAG174-93
Ioun Stone, Bright White Rectangle	300	5,000	DRAG174-93
Ioun Stone, Brown Rhomboid	300	5,000	DRAG174-93

Name	EP	Cost	Book/Page
Ioun Stone, Cerulean Blue Rhomboid	300	5,000	DRAG174-93
Ioun Stone, Clear Pink Sphere	300	5,000	DRAG174-93
Ioun Stone, Clear Sphere	300	5,000	DRAG174-93
Ioun Stone, Clear Spindle	300	5,000	2100-172
Ioun Stone, Copper Rectangle	300	5,000	DRAG174-93
Ioun Stone, Cursed Version	—	1,000	DRAG174-93
Ioun Stone, Deep Black Sphere	300	5,000	DRAG174-93
Ioun Stone, Deep Purple Prism	300	5,000	DRAG174-93
Ioun Stone, Deep Red Sphere	300	5,000	2100-172
Ioun Stone, Dull Gray	300	5,000	2100-172
Ioun Stone, Dusty Rose Prism	300	5,000	2100-172
Ioun Stone, Flickering White Snowflake	300	5,000	DRAG174-93
Ioun Stone, Gold Ellipsoid	300	5,000	DRAG174-93
Ioun Stone, Green Sphere	300	5,000	DRAG174-93
Ioun Stone, Incandescent Blue Sphere	300	5,000	2100-172
Ioun Stone, Iridescent Spindle	300	5,000	2100-172
Ioun Stone, Lavender & Green Ellipsoid	300	5,000	2100-172
Ioun Stone, Light Blue Prism	300	5,000	DRAG174-93
Ioun Stone, Maroon Star	300	5,000	DRAG174-93
Ioun Stone, Orange Cube	300	5,000	DRAG174-93
Ioun Stone, Pale Blue Rhomboid	300	5,000	2100-172
Ioun Stone, Pale Green Prism	300	5,000	2100-172
Ioun Stone, Pale Lavender Ellipsoid	300	5,000	2100-172
Ioun Stone, Pale Yellow Lozenge	300	5,000	DRAG174-93
Ioun Stone, Pearly White Spindle	300	5,000	2100-172
Ioun Stone, Pink Rhomboid	300	5,000	2100-172
Ioun Stone, Pink & Green Sphere	300	5,000	2100-172
Ioun Stone, Puce Cube	300	5,000	DRAG174-93
Ioun Stone, Pulsing Red Star	300	5,000	DRAG174-93
Ioun Stone, Pure White Octahedron	300	5,000	DRAG174-93
Ioun Stone, Rainbow Ellipsoid	300	5,000	DRAG174-93
Ioun Stone, Rainbow Spindle	300	5,000	DRAG174-93
Ioun Stone, Scarlet & Blue Sphere	300	5,000	2100-172
Ioun Stone, Silver Rod	300	5,000	DRAG174-93
Ioun Stone, Silver Sphere	300	5,000	DRAG174-93
Ioun Stone, Silvery Mirror Cube	300	5,000	DRAG174-93
Ioun Stone, Soft Black Rectangle	300	5,000	DRAG174-93
Ioun Stone, Supercharged Version	600	10,000	DRAG174-93
Ioun Stone, Vibrant Purple Prism	300	5,000	2100-172
Ioun Stone, Yellow Sphere	300	5,000	DRAG174-93

Iron



Irons are used to restrain prisoners. A set of irons includes manacles (for wrists) and shackles (for ankles). Manacles or shackles that are chained together restrict the use or of the arms and legs, respectively or immobilize them altogether. Magical irons are almost always found in a complete set of four pieces.

Name	EP	Cost	Book/Page
Iron, Imprisonment	1,000	10,000	AC04-042
Iron, Liquid	2,000	10,000	PHBR4-109
Iron, Opening	500	2,500	AC04-042
Iron, Steam	500	2,000	AC04-042
Iron, Throwing	900	1,800	AC04-042
Iron, Transference	1,000	5,000	A C04-042

Item



Magical "items" can include anything in this set of booklets; from an abacus to a zwieback. *Anything items* can change themselves into any other magical item on command. An *item of cloaked wizardry* is simply a magical item that does not radiate a dweomer, even if detected for.

Name	EP	Cost	Book/Page
Item, Anything	4,000	40,000	201 7-097
Item, Cloaked Wizardry	+100	+500	DRAG179-73

Jacinth



The *Jacinth of Inestimable Beauty* is said to have been made by the deities, who fashioned it from the finest corundum gem from the heart of the largest mountain. This huge, fiery orange jewel is indescribably beautiful and exquisitely cut in dozens of facets that shoot forth brilliant beams; all creatures within 20′ who see it must save versus spell or be charmed.

Name	EP	Cost	Book/Page
Jacinth, Inestimable Beauty	Relic	100,000	2011-158

Jam



This lumpy, brownish goo cannot be replaced into its container. once poured out. Upon command, jam grows to become a pile of normal wooden logs which completely fills a 10′ × 10′ × 10′ volume (or 20′ × 10′ × 5′, or any volume equaling 1,000 cubic feet). The logs are permanent until burned away by fire. *Dispel magic* does not affect them.

Name	EP	Cost	Book/Page
Jam, Logs	1,000	5,000	POLY023-12

Jar

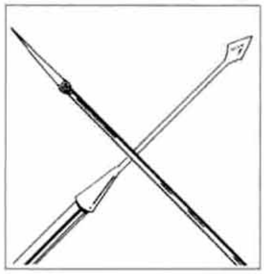


Jars are pieces of glassware made to hold both liquid and solid material. Most jars are cylindrical and equipped with a glass, leather, or metal lid that is held into place either by screwing, clamps, or by the lid's sheer weight.

Name	EP	Cost	Book/Page
Jar, Pitch, Pandemonium	2,000	6,000	2121-147
Jar, Preserving	500	2,500	2121-139

Javelin

Javelins are light spears, suitable for missile combat and usable either from a mount or on foot. The weapon has been around since man's earliest days. The javelin's head is not very large, and is usually leaf-or laurel-shaped. Javelin heads may be barbed. Javelins often are used as a ceremonial weapon of bodyguards in civilized nations.



Name	EP	Cost	Book/Page
Javelin +1	600	1,800	*new item*
Javelin +2	750	2,250	2011-125
Javelin +3	900	2,700	*new item*
Javelin +4	1,050	3,150	*new item*
Javelin +5	1,200	3,600	*new item*
Javelin, Black Kumade +2	800	6,000	1032-125
Javelin, Lightning +2	250	3,000	2011-149
Javelin, Piercing	250	3,000	2100-184

Jellaba

A jellaba (jell-AH-bah) is a heavy version of the aba (the traditional, loose-fitting robe worn by desert peoples). A jellaba is worn over a lighter aba. It usually is made of wool or felt and hangs to the ground. A jellaba is typically less decorative than the aba worn underneath. An aba or jellaba is closed at the waist with a sash. Most are sleeveless, and some have full, open sleeves.)



Name	EP	Cost	Book/Page
Jellaba, Blending	3,500	35,000	*new item*
Jellaba, Concealment	1,000	5,000	DRAG179-73
Jellaba, Eyes	4,500	22,500	DRAG179-73
Jellaba, Protection, AC 2	4,000	24,000	*new item*
Jellaba, Protection, AC 3	3,500	21,000	*new item*
Jellaba, Protection, AC 4	3,000	18,000	*new item*

Jelly

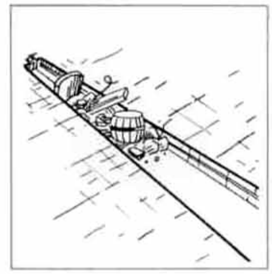
This sweet-smelling, magical confection made of ripe fruit and sugar attracts the attention of all insects within 30′. Giant-sized insects are permitted a saving throw versus spells to resist the effect, but with a −4 penalty. When attacking an insect thus attracted, the attacker gains a +4 bonus to the first "to-hit" roll, but the insect is thereafter free from the charm.



Name	EP	Cost	Book/Page
Jelly, Attraction	300	1,500	POLY023-12

Jettison

A jettison is a large device for hurling masses of stones, trash, debris, iron spikes, and garbage. It is used as an antipersonnel weapon to clear an enemy spelljammer's decks. Like other large magical weapons, enchanted jettisons are a highly desirable addition to any ship. Sixty-five percent of the weapons gain the bonus to their attack and damage rolls. Thirty-five percent of the bonuses apply only toward the range (or speed) of the missile being shot. Either way, the price remains the same. Any type of catapult can be used as a jettison by loading it with small rocks instead of a single stone. A jettison, however, cannot be used as a catapult.



Name	EP	Cost	Book/Page
Jettison, Heavy +1	1,600	8,000	1072a-82
Jettison, Heavy +2	3,200	16,000	1072a-82
Jettison, Heavy +3	6,400	32,000	1072a-82
Jettison, Light +1	800	4,000	1072a-82
Jettison, Light +2	1,600	8,000	1072a-82
Jettison, Light +3	3,200	16,000	1072a-82
Jettison, Medium +1	1,200	6,000	1072a-82
Jettison, Medium +2	2,400	12,000	1072a-82
Jettison, Medium +3	4,800	24,000	1072a-82

Jewel

A magical jewel appears identical to a normal jewel of some type. If a *detect magic* spell is used on the item, the jewel glows faintly. When the jewel's command word is uttered, the jewel glows brightly for a brief moment before it unleashes its enchantment. When a jewel is dropped, it must save versus Crushing Blow or break upon impact, losing all of its magical abilities instantly.



Name	EP	Cost	Book/Page
Jewel, Attacks	—	1,000	2100-173
Jewel, Flawlessness (per facet)	—	1,000	2100-173
Jewel, Karathoth	5,000	15,000	FR10-84
Jewel, Projection	4,000	35,000	DRAG132-22

Jug



A jug is a deep vessel used to hold fluids. Jugs customarily are made of earthenware, pottery, metal, or glass. Jugs usually have a handle and a spout or lip to facilitate accurate pouring. Their narrow necks are sometimes sealed with a lid or cork.

Strangely enough, *jug* is also a slang term used for jail or prison.

Name	EP	Cost	Book/Page
Jug, Alchemy	3,000	12,000	2100-158
Jug, Drinking, Silvanus	Relic	P	2006-19
Jug, Dyeing	1,100	3,300	DRAG030-36
Jug, Jade	2,000	5,000	AC04-043
Jug, Jesting	1,000	3,000	AC04-043

Ketchup



Magical ketchup is a thick, deep red fluid that must be poured onto the ground or floor to activate its magic. Any creature approaching within 10′ of the *ketchup* is *slowed* (moving and attacking at half-normal rates) for one full hour (six turns). The *ketchup's* magical *slowing* does not become active until 1d6 + 4 rounds after it is dumped, and remains active until removed by either cleaning the area thoroughly with soap, or by casting a *dispel magic* on the spilled *ketchup*.

Name	EP	Cost	Book/Page
Ketchup, Slowness	250	400	POLY023-12

Kettle



A kettle is a simple container that is used to boil water or cook foods. Kettles are generally cast or forged from iron, steel, or copper. Most magical kettles require the user to place water in them before they can perform their magic.

Name	EP	Cost	Book/Page
Kettle, Breathing	1,000	5,000	POLY043-22
Kettle, Drumming	500	2,500	AC04-043
Kettle, Fish	1,000	3,000	AC04-043
Kettle, Soup, Everbountiful	1,000	5,000	2121-137

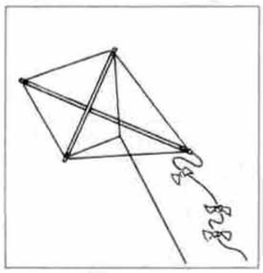
Key



Keys are long, skinny metallic instruments that contain "teeth" and slip-guards. When a magical key is inserted into a lock the user can open it. A magical key can be used to open trapped portal, but usually does not foil the trap or provide protection against its effects.

Name	EP	Cost	Book/Page
Key, Opening	1,200	6,000	AC04-043
Key, Quinarost	1,000	5,000	2021-092
Key, Sirden	1,400	7,000	DRAG03 9-42
Key, Skeleton	1,000	2,000	POLY019-30
Key, Unlocking	1,000	2,000	AC04-043

Kite



A kite consists of a lightweight wooden skeleton with paper, parchment, or very light cloth stretched over the wood. A tail made of thick cloth is often required to give the kite balance as it is flown in the wind. A string, cord, or light rope is used to keep the kite from sailing away. It also allows the user to control the kite's motions.

Name	EP	Cost	Book/Page
Kite, Lightning	4,000	40,000	AC04-043
Kite, Reconnaissance	2,000	10,000	AC04-043
Kite, Signaling	1,500	7,500	AC04-044

Knife



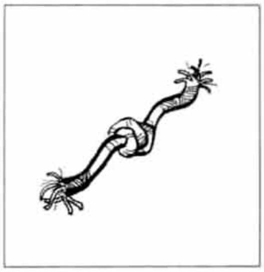
A knife consists of a single-edged, pointed blade fitted with a handle. Knives are ancient tools and weapons, used even by primitive tribes. In these cultures, a knife is little more than a flint blade with a keen edge. Bone knives are little more than a sharpened piece of bone. A knife often is decorated in the same way as a dagger.

Name	EP	Cost	Book/Page
Knife, Buckle +1	100	1,000	2100-184
Knife, Buckle +2	200	2,000	2100-184
Knife, Buckle +3	300	3,000	2100-184
Knife, Buckle +4	400	4,000	2100-184
Knife, Buckle +5	500	5,000	2100-184
Knife, Buckler +1	100	1,000	EX2-32
Knife, Buckler +2	200	2,000	EX2-32
Knife, Buckler +3	300	3,000	EX2-32
Knife, Buckler +4	400	4,000	EX2-32
Knife, Buckler +5	500	5,000	2100-184
Knife, Fish +1/+3	100	1,000	LC4-31
Knife, Hornblade +1	500	1,500	2017-105
Knife, Hornblade +2	1,000	3,000	2017-105

Name	EP	Cost	Book/Page
Knife, Kitchen, Eternal Sharpness	300	3,000	DRAG073-39
Knife, Obsidian +1	100	1,000	1066a-58
Knife, Obsidian +2	200	2,000	1066a-58
Knife, Obsidian +3	300	3,000	1066a-58
Knife, Obsidian +4	400	4,000	1066a-58
Knife, Obsidian +5	500	5,000	1066a-58
Knife, Rabbitslayer +4	400	4,000	2021-099

Knot

A knot is not an item in itself, but a method for fastening ropes or cord to prevent separation or loosening. Magical knots are lengths of cord or rope that must be knotted—or knotted and commanded—to activate their enchantments. They tend to be extremely strong, but very easy to untie, especially for their owners.



Name	EP	Cost	Book/Page
Knot, Faithful	1,000	5,000	DRAG030-37
Knot, Holding, Str 17	700	3,500	*new item*
Knot, Holding, Str 18	800	4,000	*new item*
Knot, Holding, Str 19	900	4,500	*new item*
Knot, Holding, Str 20	1,000	5,000	*new item*

Ladder

Ladders consist of two long, wooden, parallel poles connected by shorter wooden rungs. The rungs are spaced evenly along the parallel poles' length. When placed vertically against an object, the rungs can be used as steps to gain a higher vantage point. The siege ladder is a large, sturdy version of the common ladder. It is most effective when used by surprise or against defenders already occupied by attackers from a belfry or hoist.



Name	EP	Cost	Book/Page
Ladder, Balance	1,200	12,000	POLY057-12
Ladder, Climbing	1,000	10,000	POLY043-22
Ladder, Length	1,400	14,000	DRAG073-38

Ladle

A ladle is used to serve or measure liquids. It is usually made of metal or seasoned wood. It consists of a handle which is from three inches to two feet long with a large spoon like cup at one end. The cup often has a notch, lip, or spout to make accurate, drip-free pouring easier.



Name	EP	Cost	Book/Page
Ladle, Candlemaking	500	5,000	AC04-044
Ladle, Curing	2,000	20,000	AC04-044
Ladle, Drinking	800	8,000	AC04-044
Ladle, Duplication	3,000	30,000	AC04-044

Lamp

A lamp is a household implement that produces light by burning oil. Most lamps are made of metal with a lower compartment for oil (filled through a closeable hole), a handle of some type, and shutters that protect the flame from wind. Some lamps may be simple containers for oil, open or enclosed, with a cloth or string stuck into them for a wick. Such lamps may be made from clay, stone, wood, or any other material.



Name	EP	Cost	Book/Page
Lamp, Automatic Light	1,000	10,000	DRAG073-40
Lamp, Continuous Burning	1,000	10,000	DRAG073-40
Lamp, Darkness	1,000	10,000	AC04-046
Lamp, Floor	500	5,000	AC04-044
Lamp, Honesty	400	4,000	AC04-046
Lamp, Hurricane	2,000	20,000	POLY023-12
Lamp, Long Burning	1,000	10,000	1013-53
Lamp, Plant Growth	600	6,000	DRAG073-38
Lamp, Remote Lighting	1,000	10,000	DRAG073-40
Lamp, Summoning	1,100	11,000	AC04-046
Lamp, Timely Illumination	1,000	10,000	DRAG073-37
Lamp, Wish	2,600	26,000	POLY017-07

Lance

The term "lance" originally referred to spears wielded by footmen and cavalry. It now refers only to cavalry spears. Lance designs vary between cultures and eras. Generally, a lance is a long shaft of tough wood, usually ash, with an iron head in the shape of a laurel or willow leaf, with cutting edges and a sharp point meant to penetrate armor. Lances are built to be gripped close to the bottom, putting a great distance between the wielder and the target. As a rule, the lance is aimed diagonally above the horse's neck. Two opposing lancers would face each other with their left sides oncoming.



Name	EP	Cost	Book/Page
Lance +1	400	2,000	*new item*
Lance +2	800	4,000	*new item*
Lance +3	1,400	7,000	*new item*
Lance +4	2,000	10,000	*new item*
Lance +5	3,000	15,000	*new item*
Lance, Breathing	600	3,000	1013-58
Lance, Charming	800	4,000	1013-58
Lance, Cursed −2	—	1,200	DUNG005-32
Lance, Death	1,000	5,000	GDQ1-124
Lance, Deceiving	200	1,000	1013-58
Lance, Defending	800	4,000	1013-58
Lance, Deflecting	800	4,000	1013-58
Lance, Dragon, Footman's	1,000	6,000	2021-094
Lance, Dragon, Mounted	1,200	7,200	2021-094
Lance, Draining	1,000	5,000	1013-58
Lance, Extinguishing	800	4,000	1013-58
Lance, Finding	2,000	10,000	1013-58
Lance, Flaming	1,200	6,000	1013-58
Lance, Flying	1,000	5,000	1013-58
Lance, Healing	3,000	15,000	1013-58
Lance, Hiding	1,200	6,000	1013-58
Lance, Holding	1,000	5,000	1013-58

Name	EP	Cost	Book/Page
Lance, Horus's	Relic	P	2006-03
Lance, Lighting	4,000	30,000	1013-58
Lance, Ortnit's Doom	Relic	P	1021-60
Lance, Piercing +5	500	2,500	PC2-40
Lance, Silencing	800	3,800	1013-58
Lance, Slicing	900	4,500	1013-58
Lance, Slowing	800	4,000	1013-58
Lance, Speeding	750	3,500	1013-58
Lance, Translating	1,000	1,500	10 13-58
Lance, Tribal	4,000	20,000	DUNG032-63
Lance, Venom +3/+4	1,500	6,000	IMAG02 9-36
Lance, Watching	1,000	2,000	1013-58
Lance, Wishing	1,200	12,000	1013-58

Lantern (and Lanthorn)



A lantern is a metal cage fitted with a solid base that holds a candle or reservoir of oil and a wick. Some lanterns are equipped with a circular or semi-circular reflector behind the flame; this allows the lamp to cast a directional beam of light with a much greater range than light from an unreflected flame. Some lanterns also are fitted with shutters that can hide the flame without dousing it.

Lantern, Bashal's Tendrilight	8,000	40,000	D RAG179-26
Lantern, Continual Light	30	300	1072a-82
Lantern, Continual Light, with shutter	31	310	1072a-82
Lantern, Dragon	3,000	12,000	DRAG126-51
Lantern, Goldmane's Dazzler	5,000	25,000	DRAG179-27
Lantern, Greyhawk	3,000	25,000	20 23-081
Lantern, Illag's Abominable Beacon	4,000	20,000	DRAG179-27
Lantern, Krillus's Blazer	6,000	30,000	DRAG179-28
Lantern, Malthrox's Shadowcaster	6,500	32,500	DRAG179-29
Lantern, Many Colors	1,500	6,000	DRAG073-37
Lantern, Messakk's Eye	5,500	27,500	DRAG179-29
Lantern, Spying	1,600	8,000	1072a-83
Lantern, Thessall's Wayguider	5,600	28,000	DRAG179-30
Lanthorn, Shadow	750	6,000	2017-102

Larynx



This item appears as a small patch of leathery material, approximately 2″ × 4″. When placed against the throat, it adheres to the skin and magically blends so as to be indistinguishable from the throat. A magical larynx alters the sound, volume, tone, and other qualities of the user's voice. A magical larynx is removable.

Larynx, Deafening	250	1,250	DRAG134-43

Leaf



A magical leaf is a type of brooch (see page 36) shaped like a small leaf from any type of tree. It is always made of metal and has a pin or clasp attached to the back so that the brooch can be fastened to an article of clothing.

Name	EP	Cost	Book/Page
Leaf, Book	400	2,000	AC04-046
Leaf, Colors	600	3,000	AC04-046
Leaf, Crumbling	500	2,500	AC04-046
Leaf, Falling	300	1,500	AC04-046
Leaf, Gold, Happy Hunting Grounds	2,000	6,000	2121-147
Leaf, New	100	500	AC04-046
Leaf, Warmth	1,200	6,000	AC04-046

Lens



A lens is a flat, round piece of glass with curved surfaces on each side. A good lens is the product of pure materials and weeks of careful polishing, measuring, grinding and testing. (Glassware in a medieval setting is usually crudely made, making lenses rare treasures.) Every magical lens has at least one command word. The user need only speak the command while looking through the lens with one eye.

Lens, Blinding	—	1,200	AC04-046
Lens, Detection	250	1,500	2100-173
Lens, Far Seeing	2,000	20,000	AC04-047
Lens, Lighting	500	4,000	AC04-047
Lens, Reflection	500	2,500	AC04-047
Lens, Remote Viewing	1,000	10,000	PHBR2-107
Lens, Speed Reading	500	2,500	2121-139
Lens, Subtitles	2,800	28,000	POLY058-09
Lens, Transformation	Relic	22,500	T1:4-127
Lens, Ultravision	750	5,000	2017-101
Lens, Valuation	1,000	10,000	PHBR2-107

Lepidoptera



This gnomish item looks like a large paper butterfly with spring-loaded wings, a saddle, and a joystick in the middle. Before takeoff, the user winds up the springs with a small crank and then releases the paper wings. The lepidoptera flies for one hour (+1d20 rounds) at a speed of 6. It can carry one gnome and 10 pounds of cargo. The wings are treated with oil to waterproof them.

Lepidoptera, King Dorfin's	360	3,600	AC11-092

Levelmaker

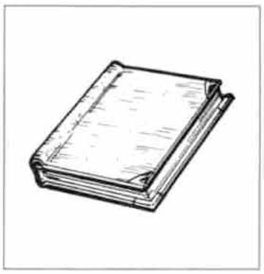
The *levelmaker* is a large wooden box, approximately eight feet square and 15 feet tall. It weighs about 1,100 pounds. It has 20 to 40 hit points of structural strength. It does not radiate magic or evil. The user must insert a gem or other item of jewelry worth at least 20 gp into a slot in one side of the box. The user then pulls a lever and an anvil crushes the head of an animated skeleton, destroying it. The user magically receives five experience points for this action.



Name	EP	Cost	Book/Page
Levelmaker	100	1,000	AC11-063

Libram

A libram is a large book with a heavy wood and leather cover, high quality pages of heavy parchment, or vellum and ornate decorations on both the cover and title page. A magical libram may be of any size, from a mere two feet square to 10 or 20 feet across. The larger types require assistants for proper use and may be suspended by a heavy chain in a large room.



Name	EP	Cost	Book/Page
Libram, Constructs	8,000	40,000	DUNG014-41
Libram, Destruction	8,000	30,000	AC04-047
Libram, Evaluation	6,000	30,000	AC04-047
Libram, Gainful Conjuration	8,000	40,000	2100-173
Libram, Identification	3,000	15,000	AC04-047
Libram, Ineffable Damnation	8,000	40,000	2100-173
Libram, Legends	2,000	10,000	AC04-047
Libram, Silver Magic	8,000	40,000	2100-173
Libram, Study	2,000	10,000	AC04-047
Libram, Teleportation Arches	2,500	75,000	DRAG145-40

Lighthouse

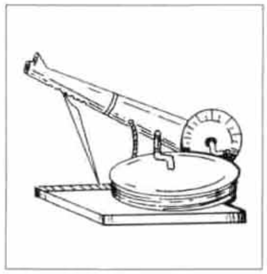
Lighthouses are navigational aids that mark hazards for ships and spelljammers. Most lighthouses have bright lights light to make them visible at night and fog horns for use whenever poor visibility would otherwise hide them. Magical lighthouses are small, spherical objects placed on small asteroids and spelljammers. They magically broadcast their location (via a telepathic process) to a particularly imprinted owner. This allows the owner to know in which direction that lighthouse lies. It takes three weeks of constant close contact for a lighthouse to imprint upon its owner. After this 21-day period, the lighthouse loses any previous imprints and melds with the new owner.



Name	EP	Cost	Book/Page
Lighthouse	300	3,000	1072a-83

Line Gun

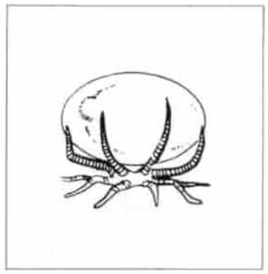
Gnomish spelljamming ships often have deck-mounted line guns that fire tangle lines coated with a sticky glue. Wax paper sleeves keep the glue moist during storage; they are stripped off as the line is fired out. Other races who use these weapon instead trail the sticky lines behind them to pick valuable flotsam and captive beings.



Name	EP	Cost	Book/Page
Line Gun, Tangle	1,000	5,000	SJR1-82

Locator

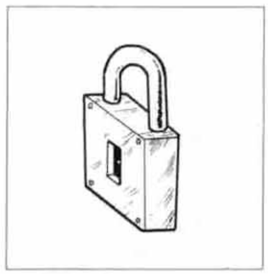
Locators are devices created by the Arcane, a race of blue-skinned giants that have almost exclusive control of the market for spelljamming equipment and ships. Often, one of these items is included free of charge when the Arcane sell a ship to a groundling. The locators can be of any size and shape, though many look like crystal balls.



Name	EP	Cost	Book/Page
Locator, Planetary	6,000	60,000	1049b-47
Locator, Portal	8,000	80000	1049b-47

Lock

Locks are designed for a variety of purposes. These range from simple padlocks suitable for securing a small chest to elaborate inset door locks for houses and mansions. Simple locks are usually made of iron, steel, or bronze and have a crude mechanism that opens with one key. Elaborate locks may be made of gold, silver, or other precious metals. They may have a hidden keyhole or multiple keys. Inset locks are commissioned to fit a specific door. Padlocks may be available for sale from a locksmith or a blacksmith. Single locks are most common; double key locks are available from perhaps 20% of locksmiths.



Name	EP	Cost	Book/Page
Lock & Bolt, Skie's	1,000	5,000	2121-144

Locker

Leomund's labile locker is a copper-bound box 2' wide, 2' tall, and 3' long. Four command words control the item. The first shrinks the box and contents to 1/12th size. The second causes it to function as though the *Leomund's secret chest* spell was cast. The third returns the box to full size. The fourth causes growth to quadruple size.



Name	EP	Cost	Book/Page
Locker, Leomund's Labile	5,000	25,000	T1:4-126

Locket



A locket is a small piece of hollow jewelry with a hinged cover. It is commonly hung from a fragile chain. The chain is often draped around the neck and used as a necklace, but it also can be worn as a bracelet, as an anklet, or as a decoration on a scabbard. The hinge opens to reveal a keepsake which can include a small picture, a tiny key, a lock of hair, or other memento.

Name	EP	Cost	Book/Page
Locket, Great Kingdom	3,500	25,000	2023-081
Locket, Love	1,000	5,000	DRAG005-09

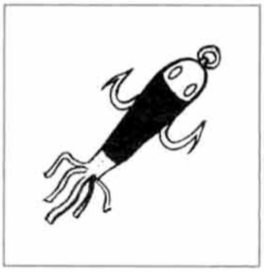
Log



Magical logs are identical to normal logs, except that they radiate magic, usually from the alteration or enchantment school. They usually two to four feet in length and three to 12 inches in diameter.

Name	EP	Cost	Book/Page
Log, Burning	600	3,000	AC04-048
Log, Combination	800	4,000	AC04-048
Log, Floating	500	2,000	AC04-048
Log, Ramming	600	3,000	AC04-048
Log, Repetitive Burning	800	4,000	DRAG073-39
Log, Rolling	500	2,500	AC04-048
Log, Snoring	250	750	AC04-048

Lure



These small, silver, gem-studded replicas of minnows are magically enchanted to attract fish. For characters with the fishing proficiency, this grants a +4 bonus to the proficiency check; otherwise, the lure, in effect, grants the basic proficiency to those who normally lack it.

Name	EP	Cost	Book/Page
Lure, Fishing, Magic	1,000	5,000	LC4-37

Lute



A lute is a stringed musical instrument about two feet long. Half its length is devoted to a long, thin neck; the body is hollow and flat-topped, with a rounded bottom. Taut strings are attached to the neck and the body. Most magical lutes play themselves on command, and stop only when a second command is given.

Name	EP	Cost	Book/Page
Lute, (Biwa), Calm	1,000	8,000	2018-134
Lute, (Biwa), Charm	1,000	8,000	2018-134
Lute, (Biwa), Discord	1,000	8,000	2018-134
Lute, Cool Hand	1,000	8,000	POLY023-23
Lute, Loot	2,000	16,000	AC04-048
Lute, Singalong	1,000	8,000	AC04-048
Lute, Skywalker	3,000	24,000	POLY023-23
Lute, Summoning, Bard	2,000	15,000	AC04-048
Lute, Woodwalking	1,000	6,000	AC04-048

Lyre



A lyre is a harp-like musical instrument that is held in place against the breast and stomach with the left hand, and plucked lightly with a plectrum (pick) in the right. The body is made of tortoise shell or wood and has two arms, curving like horns and joined by a crossbar. a lyre has from three to 12 strings. The lyre is the favorite musical instrument of Apollo.

Name	EP	Cost	Book/Page
Lyre, Building	5,000	30,000	2100-173
Lyre, Spheres	1,100	11,000	SJR2-72
Liar, Building	500	2,500	DRAG156-28

Mace

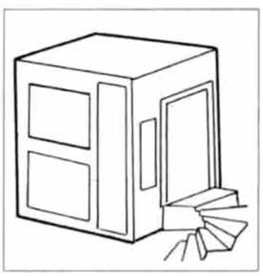


The mace is a direct descendant of the basic club, being nothing more than a wooden shaft fitted with a stone or metal head. (Some armorers also build all-metal, one-piece maces.) The head design varies, some are smooth, others are flanged, and still others are knobbed. The first maces were made to give the club wielder more striking power. Many non-warriors favor maces because they are compact and simple to use.

Name	EP	Cost	Book/Page
Mace +1	350	3,000	1011-42
Mace +1, +2 versus Undead	400	2,000	DRAG179-68
Mace +2	700	4,500	DUNG003-62
Mace +2, +4 versus Undead	600	3,000	DRAG179-68
Mace +3	1,000	10,000	2011-125
Mace +4	1,500	15,000	2011-125
Mace +5	2,000	20,000	2011-125
Mace, Breathing	600	3,000	1013-58
Mace, Charming	800	4,000	1013-58
Mace, Crushing +3	1,500	15,000	POLY047-27
Mace, Cuthbert	Relic	35,000	DRAG100-68

Name	EP	Cost	Book/Page
Mace, Darkness	1,000	9,000	FA1-49
Mace, Deceiving	200	1,000	1013-58
Mace, Defending	800	4,000	1013-58
Mace, Deflecting	800	4,000	1013-58
Mace, Diamond	2,000	10,000	2018-134
Mace, Disruption +1	1,750	17,500	2100-184
Mace, Draining	1,000	5,000	1013-58
Mace, Extinguishing	800	4,000	1013-58
Mace, Finding	2,000	10,000	1013-58
Mace, Flaming	1,200	6,000	1013-58
Mace, Flying	1,000	5,000	1013-58
Mace, Healing	3,000	15,000	1013-58
Mace, Hiding	1,200	6,000	1013-58
Mace, Holding	1,000	5,000	1013-58
Mace, Ironstar	800	8,000	FR11-44
Mace, Lighting	4,000	30,000	1013-58
Mace, Nightbringer +3	1,000	10,000	2021-095
Mace, Pain +2	1,000	7,000	DRAG054-69
Mace, Silencing	800	3,800	1013-58
Mace, Skull +2	1,450	14,500	DRAG054-69
Mace, Slowing	800	4,000	1013-58
Mace, Speeding	750	3,500	1013-58
Mace, Spellwarding +1	2,000	20,000	FRE2-45
Mace, Tasirond +3/+4	2,500	25,000	POLY043-21
Mace, Translating	1,000	1,500	1013-58
Mace, Watching	1,000	2,000	1013-58
Mace, Wishing	1,200	12,000	1013-58

Machine



The *machine of Lum The Mad* is a strange and incredibly ancient device of workmanship unlike anything known today. Baron Lum used it to build an empire but none can say what has since become of it. Legends report that it has 60 levers, 40 dials, and 20 switches (but only about half still function). Manipulating these controls generates all sorts of powers and effects. The machine is delicate, intricate, bulky, and very heavy (5,500 lbs). It cannot be moved normally, and any serious jolt sets off and then destroys 1d4 functions, which can never be restored. It has a booth large enough to hold four man-sized creatures.

Name	EP	Cost	Book/Page
Machine, Lum the Mad	Relic	72,500	2011-159

Magnet



A magnet is a piece of lodestone, magnetite, or other substance that attracts ferrous metals. Magically-created magnets, however, might be enchanted to attract other substances. Magical magnets could attract fish, the affections of attractive members of the opposite sex, vile and hungry monsters, curses, etc.

Name	EP	Cost	Book/Page
Magnet, Giant	8,500	85,000	2006-49

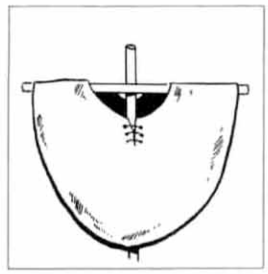
Mallet



A mallet is a wooden tool shaped roughly like a hammer. It is commonly used to drive other tools such as chisels. Common mallets can be used as weapons if necessary, but they tend to splinter easily, especially when used against armored opponents. See the Maul entry (page 93) for more magical options.

Name	EP	Cost	Book/Page
Mallet, Luck +2	1,500	15,000	2018-134
Mallet, Wood, Silvanus +5	5,000	50,000	2006-19

Mantle



A mantle is a flowing cloak or long cape that is wide enough to cover the shoulders and chest. Mantles sometimes are worn folded back from the shoulders. Mantles can be made with a hole for the neck, or can be held in place with pins or clasps. Outdoor mantles are large and made of durable, thick fabric to keep the adventurer warm during those cold nights under the stars, and dry during those bleak, drizzle-filled days.

Name	EP	Cost	Book/Page
Mantle, Celestian	1,500	15,000	2017-101
Mantle, Mist	800	5,000	POLY047-26
Mantle, Mundane, of the	1,500	15,000	PHBR2-106
Mantle, Sumpko's	1,500	15,000	1032-095

Manual



Manuals are magical books or tomes that are highly instructive. A manual magically teaches the reader one comprehensive lesson on a specific topic. Such a lesson might teach the reader better combat skills, how to construct a single object of great complexity, how to improve an ability score, etc. Generally a manual can be used only once.

Name	EP	Cost	Book/Page
Manual, Bodily Health	5,000	50,000	2100-174
Manual, Dogmatic Methods	—	5,000	2121-139
Manual, Gainful Exercise	5,000	50,000	2100-174
Manual, Garden Flowers	1,500	15,000	DRAG030-36
Manual, Golems, Clay	3,000	30,000	2100-174
Manual, Golems, Flesh	3,000	30,000	2100-174
Manual, Golems, Iron	3,000	30,000	2100-174
Manual, Golems, Plush	3,000	30,000	DRAG120-19
Manual, Golems, Stone	3,000	30,000	2100-174
Manual, Puissant Skill at Arms	8,000	40,000	2100-177
Manual, Quickness in Action	5,000	50,000	2100-177
Manual, Stealthy Pilfering	8,000	40,000	2100-177
Manual, Stratagems	6,500	19500	DRAG178-19

Name	EP	Cost	Book/Page

Map



Many types of magical maps have functions beyond providing navigational information. Some enchanted maps cannot be cut, burnt by normal fire, or destroyed in any way except through the use of a *rod of cancellation, Mordenkainen's disjunction*, magical fire, powerful magical items, *wishes, erase* spells, or through other means. See the listed items' description for details.

Name	EP	Cost	Book/Page
Map, Distortion	1,000	10,000	DRAG125-66
Map, Illusions	1,000	10,000	DRAG125-65
Map, Illusions & Secret Doors	2,000	20,000	DRAG125-67
Map, Magic	1,000	10,000	DRAG125-65
Map, Magic & Illusions	2,000	20,000	DRAG125-67
Map, Magic & Secret Doors	2,000	20,000	DRAG125-67
Map, Magic & Traps	2,000	20,000	DRAG125-67
Map, Mapping	1,000	10,000	DRAG125-65
Map, Mapping & Illusions	2,000	20,000	DRAG125-66
Map, Mapping & Magic	2,000	20,000	DRAG125-66
Map, Mapping & Secret Doors	2,000	20,000	DRAG125-67
Map, Mapping & Traps	2,000	20,000	DRAG125-67
Map, Misleading	—	2,000	DRAG125-65
Map, Navigation	1,000	10,000	DRAG125-65
Map, Secret Doors	1,000	10,000	DRAG125-65
Map, Secret Doors & Traps	2,000	20,000	DRAG125-67
Map, Traps	1,000	10,000	DRAG125-65

Marble



Marbles are small spheres made from colored glass, clay, metal, or stone. Enchanted marbles usually are no larger than a human eye—big enough to handle easily but small enough to easily be hidden in a pocket or sleeve. Using an enchanted marble without attracting unwanted attention generally is not difficult.

Name	EP	Cost	Book/Page
Marble, Cat's Eye	400	4,000	AC04-049
Marble, Granite	600	6,000	AC04-049
Marble, Merty's Marvelous	300	3,000	DRAG168-15
Marble, Quarry	1,000	10,000	AC04-049
Marble, Warp	5,000	25,000	2121-148

Marker



Magical markers are colorful metal chips that stick to any solid surface. The markers can only be seen with the use of *Merty's magical membrane*, which makes their use safe and effective. The markers glow up to 120′ away when seen through the membrane no illumination necessary.

Name	EP	Cost	Book/Page
Marker, Merty's Magical	150	1,500	DRAG16 8-16

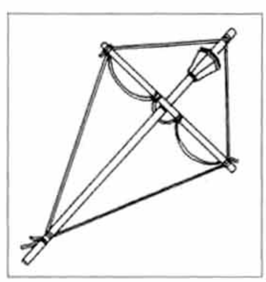
Mask



A mask is a covering for the face. It may be a simple piece of cloth with holes for the eyes, or an elaborate wooden or metal construct that covers most of the head (similar to an ornamental helm). Magical masks may be of any size and shape, but they all alter themselves to conform to the shape and size of the wearer's head

Name	EP	Cost	Book/Page
Mask, Bachraeus	Relic	P	1071-249
Mask, Clear Air	500	5,000	DRAG119-19
Mask, Comedy	200	2,000	AC04-049
Mask, Death	—	1,000	AC04-049
Mask, Disguise	1,000	10,000	AC04-049
Mask, Electrum Female	1,000	10,000	IMAG-SE1
Mask, Electrum Male	1,000	10,000	IMAG-SE1
Mask, Faceless	500	5,000	AC04-049
Mask, Fanged	700	7,000	DRAG11 7-47
Mask, Gold Female	1,500	15,000	IMAG-SE1
Mask, Gold Male	1,500	15,000	IMAG-SE1
Mask, Horned	1,000	10,000	DRAG117-46
Mask, Johydee's	Relic	40,000	2011-158
Mask, Magic	2,000	20,000	DRAG117-47
Mask, Mirror	1,000	10,000	DRAG117-47
Mask, Platinum Female	2,000	10,000	IMAG-SE1
Mask, Platinum Male	2,000	10,000	IMAG-SE1
Mask, Protection +1	2,000	10,000	AC04-049
Mask, Protection +2	2,500	12,500	AC04-049
Mask, Protection +3	3,000	15,000	AC04-049
Mask, Protection +4	3,500	17,500	AC04-049
Mask, Protection +5	4,000	20,000	AC04-049
Mask, Scowling	500	5,000	AC04-050
Mask, Silence	1,000	10,000	DRAG117-47
Mask, Silver Female	1,200	12,000	IMAG-SE1
Mask, Silver Male	1,200	12,000	IMAG-SE1
Mask, Skull	700	7,000	DRAG117-46
Mask, Smiling	800	8,000	AC04-050
Mask, Spider	1,500	5,000	FOR2-80
Mask, Tragedy	400	4,000	AC04-050
Mask, Veil	600	6,000	DRAG117-46
Mask, Winds	1,000	10,000	DRAG117-47
Mask, Winged	1,200	12,000	DRAG117-46
Masque, Merty's Mud	80	800	DRAG168-16

Mast

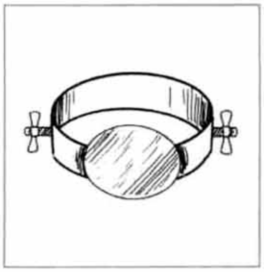


Masts are poles that carry the rigging and sails on a ship or spelljammer. The number and height of masts on a ship depends on the vessel's length. The longer a ship is, the more masts it can carry and the taller they can be. Masts are named according to their placement. From front to back, they are commonly called the foremast, the mainmast, and the mizzenmast.

Name	EP	Cost	Book/Page
Mast, Half	1,200	12,000	AC04-050
Mast, Portable	1,600	16,000	AC04-050

Masthead

A masthead is a small metallic item that serves as the lower support for a mast on a spelljammer (in seagoing vessels, this is called a mast step). It holds the mast to the deck and keeps it stable. Often, masts will have mastheads on each deck, as masts generally are secured to the vessel's keel. Only one magical masthead need be attached to a mast for it to function properly.



Name	EP	Cost	Book/Page
Masthead, Durability	1,700	8,500	1072a-84

Match

Matches are small wooden sticks tipped with a sulfuric substance that burns when struck against flint. If a match is doused with water or exposed to high humidity it will not work. The moisture dissolves many of the properties required for the match to function properly. Matches are a rare item and not available in every campaign world.



Name	EP	Cost	Book/Page
Match, Magic	600	6,000	POLY058-10
Match, Many Lights	500	5,000	DRAG030-36
Match, Merty's Munificent	250	2,500	DRAG168-16

Mattock

The *mattock of the titans* huge digging tool 10' long and weighing more than 100 pounds. Any giant-sized creature with a Strength of 20 or more can use it to loosen earth (or tumble earthen ramparts) in a 100-cubic-foot area in one turn. It can smash rock in a 20-cubic-foot area in the same amount of time.



Name	EP	Cost	Book/Page
Mattock, Titans, of the	3,500	7,000	2100-174

Mattress

Merty's magnificent mattress is three feet wide and seven feet long. It is magically comfortable and the occupant must roll a saving throw versus spell every round or fall asleep. If the save fails, the victim sleeps until rolled off the mattress. When not in use, the mattress can be rolled up and carried. It weighs 10 pounds.



Name	EP	Cost	Book/Page
Mattress, Merty's Magnificent	350	3,500	DRAG168-15

Maul

These huge sledge hammers are 8' long and weigh more than 150 pounds. Any giant-sized creature with strength 21 or greater can employ it to drive piles of up to 2' diameter into normal earth at 4' per blow, two blows per round. The maul can smash to flinders an oak door up to 10' high by 4' wide by 2" thick with a single blow, two if the door is heavily bound with iron.



Name	EP	Cost	Book/Page
Maul, Titans, of the	4,000	12,000	2100-174

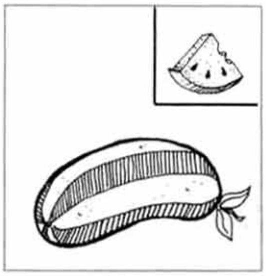
Medallion

A medallion is a piece of ornamental jewelry, usually circular or oval. Medallions are most often hung on chains and worn as neckwear. Often, medallions are used to symbolize a special or incredible feat. When given as a prize or honorable gift, a medallion can become a valuable family memento to be passed from one generation to another.



Name	EP	Cost	Book/Page
Medallion, Askhalite	280	2,800	LNR2-62
Medallion, Chaos	1,000	10,000	DRAG040-29
Medallion, Defense +1	1,000	5,000	AC04-050
Medallion, Defense +2	2,000	10,000	*new item*
Medallion, Defense +3	3,000	15,000	*new item*
Medallion, Defense +4	4,000	20,000	*new item*
Medallion, Defense +5	5,000	25,000	*new item*
Medallion, Equus	800	8,000	DUNG022-34
Medallion, ESP, 30'	1,000	10,000	2100-174
Medallion, ESP, 30' with Empathy	1,500	15,000	210 0-174
Medallion, ESP, 60'	2,000	20,000	2100-174
Medallion, ESP, 90'	3,000	30,000	2100-174
Medallion, EST	400	4,000	DRAG156-28
Medallion, Faith	1,000	10,000	2021-092
Medallion, Holy, Almor	1,200	9,000	2023-080
Medallion, Jetton of Asap	4,000	40,000	CN2-029
Medallion, Light	400	4,000	LNA2-87
Medallion, Majere	2,000	20,000	DCDL01-25
Medallion, Malog	1,500	7,500	2023-081
Medallion, Mirror, of the	400	4,000	AC08-007
Medallion, Missile Attraction	—	1,000	AC04-050
Medallion, Projection	500	5,000	AC04-050
Medallion, Snow Clan	400	4,000	LNR1-93
Medallion, Soul Searcher	2,000	20,000	1053-057
Medallion, Spell Exchange	3,000	15,000	2121-140
Medallion, Steadiness	1,000	10,000	PHBR4-124
Medallion, Thought Projection	—	1,000	2100-174

Melon



A creature who eats any of the flesh or rind of a *moonmelon* or drinks any of the juice seems to be unaffected. The imbiber's offspring, however, are born as mooncreatures, which have altered size, appearance, and abilities. Strangely enough, all of a mooncreature's offspring are normal examples of the grandparent's race.

Name	EP	Cost	Book/Page
Melon, Moon	100	500	DUNG025-26

Menagerie



Merty's musical menagerie is a magical leather bag weighing only five pounds. It contains all the musical instruments that any bard could ever need. Simply be reaching in, the bard can retrieve any instrument desired. Although none of the instruments are magical, the menagerie allows the bard to have the proper sound for any occasion.

Name	EP	Cost	Book/Page
Menagerie, Merty's Musical	200	2,000	DRAG168-16

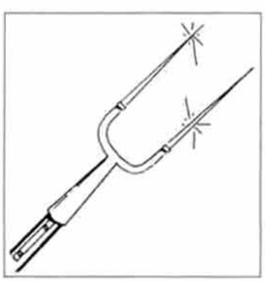
Metal



Metal is the hardened mineral substance from which most weapons and armor are constructed. The common materials for coined money (platinum, gold, electrum, silver, copper, steel) are all metals; although electrum and steel are actually alloys (a combination of more than one metal).

Name	EP	Cost	Book/Page
Metal, Orichalcom	Relic	95,000	2006-50

Military Fork



A military fork is the warrior's version of a simple agricultural tool. The head consists of two parallel spikes, often fitted with hooks for pulling horsemen off mounts. Certain versions of the fork have a blade mounted below the spikes. Forks are useful not only as thrusting weapons but as tools for climbing, setting up ladders, and hoisting baskets.

Name	EP	Cost	Book/Page
Military Fork +1	350	2,500	2011-125
Military Fork +2	700	5,000	2011-125
Military Fork +3	1,400	10,000	2011-125
Military Fork +4	2,800	20,000	2011-125
Military Fork +5	5,600	40,000	2011-125
Military Fork, Pain +4	Relic	P	2016-49

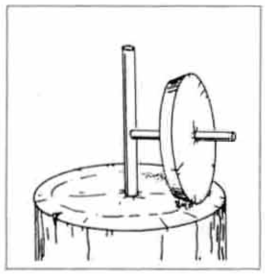
Military Pick



The medieval military pick was a specialized weapon. It originated from the common mining tool, and was adapted to penetrate any armor from chain mail up to full plate. The weapon has a small hammer head balanced by a thick, curved fluke or "crow's beak." This fluke ends in a rounded point that has great piercing power.

Name	EP	Cost	Book/Page
Military Pick +1	350	2,500	2011-125
Military Pick +2	700	5,000	2011-125
Military Pick +3	1,400	10,000	2011-125
Military Pick +4	2,800	20,000	2011-125
Military Pick +5	5,600	40,000	2011-125

Mill



This enchanted mill from the Finnish *Kalevala,* called the *Sampo,* looks a common household mill for grinding wheat or other grain into flour. One person can operate it by sitting and cranking the handle, though he can do nothing else while doing so. The *Sampo* can turn straw into meal, salt, or gold upon command.

Name	EP	Cost	Book/Page
Mill, Sampo	Relic	P	1021b-64

Mine, Dimensional



A *dimensional mine* can look like any small item, but most often appears as a small figure carved from jet or other black stone, similar to a *figurine of power.* When the mine is taken into an extradimensional space, such as that created by a *rope trick,* or a *bag of holding,* it ruptures the space, spewing everything in it into the Astral plane.

Name	EP	Cost	Book/Page
Mine, Dimensional	—	2,000	2121-136

Mirror



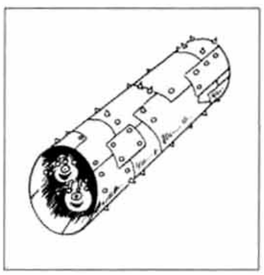
A magical mirror can be of any size and shape, but is almost always large, framed, and hung on a wall or other support. Some are ornate and some are quite plain. All are expensive to construct, requiring a *wish,* a powdered gem of 25,000 gp value or more, and one or more other spells. Many mirrors cannot be moved without breaking their enchantments.

Name	EP	Cost	Book/Page
Mirror, Allseeing, Yefar's	900	3,800	DRAG037-47

Name	EP	Cost	Book/Page
Mirror, Barlithian's Mystical	12,000	120,000	DRAG050-20
Mirror, Confusion, Yefar's	450	1,900	DRAG037-47
Mirror, Curing	2,000	20,000	2018-135
Mirror, Duplication	3,000	30,000	AC04-050
Mirror, Emperor's	Relic	P	2108-141
Mirror, Enlightenment	1,000	6,000	2018-135
Mirror, Evem's Enviable Image	4,000	24,000	AC11-042
Mirror, Fear	1,200	12,000	2018-135
Mirror, Flaming, Tenh	2,000	8,000	2023-079
Mirror, Great, Yefar's	1,700	4,600	DRAG037-47
Mirror, Images	200	2,000	AC04-051
Mirror, Lake	400	4,000	POLY043-22
Mirror, Lazbekri	Relic	P	2006-51
Mirror, Life Saving	3,000	30,000	CM2-027
Mirror, Life Trapping	2,500	25,000	2100-174
Mirror, Limbo	2,000	6,000	2121-147
Mirror, Memory, Yefar's	800	3,200	DRAG037-47
Mirror, Mental Prowess	5,000	50,000	2100-175
Mirror, Murky	4,000	40,000	2108-046
Mirror, Opposition	—	2,000	210 0-175
Mirror, Reading	500	5,000	AC04-051
Mirror, Recall	5,000	50,000	PHBR4-109
Mirror, Retention	1,200	6,000	2121-140
Mirror, Reversal	1,200	12,000	AC04-051
Mirror, Seeing	1,000	10,000	AC04-051
Mirror, Simple Order	—	3,000	2121-140
Mirror, Sophistication	200	2,000	DRAG168-18
Mirror, Speed, Yefar's	300	800	DRAG037-47
Mirror, Spirit Seeing	1,500	15,000	2018-135
Mirror, Transformation	2,000	20,000	HR1-66
Mirror, Travel	4,500	45,000	DRAG145-40
Mirror, Travel, Improved	5,500	55,000	DRAG145-40
Mirror, Truth	900	9,000	AC04-051
Mirror, Vanity	100	1,000	AC04-051
Mirror, Yin-Yang	Relic	P	2006-68

Missile

Kruze's magnificent missile is a large, open-ended tube of rusty metal plates bolted loosely together; the tube is 20′ long and 10′ in diameter. Peering inside the tube reveals two or three spherical creatures with large central eyes and many smaller eyestalks. Other more common types of missiles can be found in the Arrow, Bolt, Bullet, and Quarrel entries.



Name	EP	Cost	Book/Page
Missile, Kruze's Magnificent	7,600	22,000	AC11-062

Mist

Mist of rapture usually is found in glass globes or metal vials. When released, the mist forms a spherical cloud. The cloud's diameter varies from 15 to 45 feet depending upon the amount released. The vapors are heavy and linger for 1-4 days, drifting very slowly in any wind. They cling to clothing and skin. Victims who breathe the mist are incapacitated for 1d6 rounds.



Name	EP	Cost	Book/Page
Mist, Rapture	200	9,000	DRAG039-42

Mist Maker

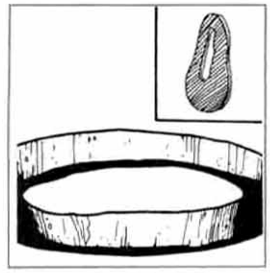
This device appears to be a hand-held crystal vial. When the crystal stopper is removed, the vial produces a 30′-radius cloud of thick mist that no sight, infravision, or ultravision can penetrate. The effect lasts for 3d6 rounds but can be dispelled instantly with a *gust of wind* spell. Simply refilling the vial with plain water and allowing it to sit for 24 hours. recharges the item.



Name	EP	Cost	Book/Page
Mistmaker, Merty's Miraculous	180	1,800	DRAG168-16

Moat

A *folding moat* appears to be a large loop of cloth. When placed on the ground, however, it expands to become a trench 30′ wide, and 10′ deep, enclosing a 500′ by 300′ area. If a command word is spoken, the moat fills with water that remains until a second command word is spoken.



Name	EP	Cost	Book/Page
Moat, Folding	8,000	80,000	POLY058-10

Moccasins

These, low beaded leather shoes are worn by Mazticans and tribesmen everywhere. Moccasin leather is often very soft, making a shoe that allows the wearer to walk quietly through nearly any terrain. See the Boot (page 33) and Shoe (page 128) entries for additional magical options.



Name	EP	Cost	Book/Page
Moccasins, Free Movement	1,000	10,000	1066a-82

Money

These magical coins work only when they are part of a broken promise. For example, a character is vulnerable if he agrees to stand guard in exchange for money, then flees his post. The curse inflicts 1d4 points of rotting damage each day until the victim fulfills the promise, receives a *remove curse*, spell, or dies. A victim need carry only one coin to be affected.



Name	EP	Cost	Book/Page
Money, Raistlin's Cursed	5	25	2021-099

Morning Star



A morning star is a wooden club topped with a spiked head. Morning stars are about four feet long. Their heads can be round, oval, or cylindrical, but always are studded with spikes. Most morning star heads are equipped with a long point for thrusting, regardless of the overall design. The weapon's weighted, spiked head allows the wielder to inflict significant damage with every successful swing.

Name	EP	Cost	Book/Page
Morning Star +1	400	3,000	2011-125
Morning Star +2	800	6,000	2011-125
Morning Star +3	1,500	10,000	2011-125
Morning Star +4	2,000	15,000	2011-125
Morning Star +5	2,500	20,000	2011-125
Morning Star, Battlestar +4	3,500	35,000	SJR1-76
Morning Star, Breathing	600	3,000	1013-58
Morning Star, Charming	800	4,000	1013-58
Morning Star, Deceiving	200	1,000	1013-58
Morning Star, Defending	800	4,000	1013-58
Morning Star, Deflecting	800	4,000	1013-58
Morning Star, Draining	1,000	5,000	1013-58
Morning Star, Extinguishing	800	4,000	1013-58
Morning Star, Finding	2,000	10,000	1013-58
Morning Star, Flaming	1,200	6,000	1013-58
Morning Star, Flying	1,000	5,000	1013-58
Morning Star, Healing	3,000	15,000	1013-58
Morning Star, Hiding	1,200	6,000	1013-58
Morning Star, Holding	1,000	5,000	1013-58
Morning Star, Lighting	800	4,000	1013-58
Morning Star, Silencing	800	3,800	1013-58
Morning Star, Slowing	800	4,000	1013-58
Morning Star, Speeding	750	3,500	1013-58
Morning Star, Translating	1,000	1,500	10 13-58
Morning Star, War, Manticore	1,500	15,000	POLY058-09
Morning Star, Watching	1,000	2,000	1013-58
Morning Star, Wishing	1,200	12,000	1013-58

Mortar



Mortars and pestles are tools used to grind coarse materials into powders. Generally, they are used to grind substances like grain, spices, and other fairly soft materials. Magical varieties allow the user to grind the harder substances, such as rock, granite, metal, gemstones, and magical items (although magical items receive a saving throw versus disintegration). Magical mortars and pestles must be used together.

Name	EP	Cost	Book/Page
Mortar & Pestle, Lorloveim's Obsidian	500	2,500	2121-139
Mortar, Everproducing Rice	600	6,000	2018-134

Mouthpick



For all their might, the eye tyrants (beholders) cannot accomplish the simple task of picking up a stick without aid. To circumvent their lack of appendages, beholders sometimes use mouthpicks, also called *tongue arms,* to manipulate items. These reaching aids are often articulated and usually made of metal. They are held in the tyrant's mouth.

Name	EP	Cost	Book/Page
Mouthpick, Beholder	1,000	2,000	1060-112

Mower



This gnomish invention looks like a heavy chariot powered by a golem. The golem turns a crank that causes the wheels to turn and activates sets of rotary blades on the sides and the front. Several rakes drag behind the chariot and recover any fallen debris. The mower moves 120' per round and causes 2d10 points of damage to anything in its path, including grass, trees, people, and other obstacles.

Name	EP	Cost	Book/Page
Mower, King Dorfin's Giant	1,500	150,000	AC11-091

Muffler



These colorful scarves protect the wearer from the sounds of sirens, harpies, annoying bards, and even the pestering of a spouse, companion, or loved one. Once put on, no sound will reach the wearer's ears until they are removed.

Name	EP	Cost	Book/Page
Muffler, Merty's Masterful	200	2,000	DRAG168-16

Mug



Mugs are large cups crafted from ceramics, metal, bone, shell, or glass. Most have handles. Mugs tend to be thick and heavy; they are often used to drink hot or warm beverages such as soup or tea. Tall mugs, often called flagons or steins, are used to hold ale for drinking.

Name	EP	Cost	Book/Page
Mug, Dribbling	–	200	DRAG030-36
Mug, Merty's Mysterious	80	800	DRAG16 8-16
Mug, Plenty	1,000	10,000	FR02-63
Mug, Warming	400	4,000	DRAG030-36

Mushroom

Merty's multiplanar mushrooms instantly transport the imbiber to the Ethereal plane. The consumer can stay in the plane for as long as he wishes. Eating another returns the imbiber to his or her plane of origin. The chance for random encounters in the Ethereal plane is doubled when these mushrooms are used.



Name	EP	Cost	Book/Page
Mushroom, Merty's Multiplanar	1,120	11,250	DRAG168-15

Musk

A healthy application of *Merty's masculine macho musk* will turn any weakling adventurer into a hulking monstrosity with 18/00 strength, which lasts 2-5 rounds. Furthermore, the scent acts as a *friends* spell on anyone within 20′ which lasts 5d4 rounds. For some reason, females are repelled by this odor and attack the wearer with intent to kill if they fail a save versus spell.



Name	EP	Cost	Book/Page
Musk, Merty's Masculine Macho	120	1,200	DRAG168-16

Muskmelon

A single *Merty's mmm-mmm muskmelon* provides a nutritious meal for one person. Each also has an enchantment that allows it to stay fresh and delicious indefinitely. Furthermore, if a seed from a melon is planted watered, it will sprout into a new melon plant in only six hours. Each seed will sprout one to two melons.



Name	EP	Cost	Book/Page
Muskmelon, Merty's Mmm-mmm	50	500	DRAG168-16

Mustard

Mustard is a tangy condiment made from vinegar, ground mustard seed, and salt. Several magical varieties exist, but they are exceedingly rare.



Name	EP	Cost	Book/Page
Mustard, Merty's Mystic	300	3,000	DRAG168-15
Mustard, Success	400	4,000	POLY023-12

Muzzle

This item is constructed from leather straps and metal buckles. A muzzle can be fastened over the mouth of any animal or monster to keep it from biting. Magical muzzles automatically expand or contract to fit any creature. The muzzled creature can breathe, but it cannot open its mouth to bite, eat, pant, or release a breath weapon.



Name	EP	Cost	Book/Page
Muzzle, Mauling	—	800	AC04-051
Muzzle, Training	800	8,000	1013b-053

Nail

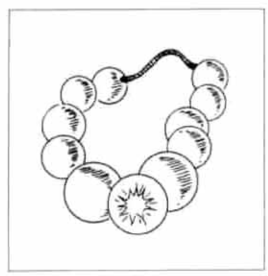
A common iron nail used in medieval carpentry is one to four inches long and very crudely made. Magical nails are nearly identical, although the quality is better. Enchanted nails can be manufactured from some other metal and often are painted. They may be easily overlooked if found with other construction materials.



Name	EP	Cost	Book/Page
Nail, Building	1,500	15,000	AC04-051
Nail, Death	400	4,000	AC04-051
Nail, Finger	100	1,000	1013-54
Nail, Pointing	700	7,000	AC04-051
Nail, Securing	400	4,000	AC04-051
Nail, Ten-Penny	300	3,000	AC04-051

Necklace

A necklace is a piece of ornamental jewelry usually made of silver, gold, platinum or some other precious metal, and adorned with gems. As the name suggests, a necklace is always worn on the neck. A necklace can be short enough to fit snugly around the throat, long enough to dangle below the waist, or be just about any length in between.



Name	EP	Cost	Book/Page
Necklace, Adaptation	1,000	10,000	2100-175
Necklace, Air Breathing	50	500	DRAG048-85
Necklace, Almor	—	2,000	2023-082
Necklace, Alteration	1,000	5,000	DRAG086-28
Necklace, Bad Taste	500	1,000	DRAG091-60
Necklace, Elegant Appearance	600	6,000	DRAG073-39
Necklace, Glittering	500	5,000	AC04-052
Necklace, Greed	—	1,200	AC04-052
Necklace, Harmonia	1,000	10,000	1021-64
Necklace, Lilth	Relic	P	IMAG020-31
Necklace, Memory Enhancement	1,000	5,000	2121-141
Necklace, Missiles, Type I	550	2,200	2011-150
Necklace, Missiles, Type II	800	3,200	2011-150
Necklace, Missiles, Type III	1,150	4,600	2011-150
Necklace, Missiles, Type IV	1,800	7,200	2011-150

Name	EP	Cost	Book/Page
Necklace, Missiles, Type V	1,950	7,800	2011-150
Necklace, Missiles, Type VI	2,300	9,200	2011-150
Necklace, Missiles, Type VII	2,950	11,800	2011-150
Necklace, Night Seeing	400	4,000	POLY043-22
Necklace, Pearls, Tarterus	2,000	6,000	2121-147
Necklace, Petrification	—	4,000	AC04-052
Necklace, Protection +1	1,000	5,000	HR1-66
Necklace, Protection +2	2,000	10,000	HR1-66
Necklace, Protection +3	3,000	15,000	HR1-66
Necklace, Protection +4	4,000	20,000	HR1-66
Necklace, Protection +5	5,000	25,000	HR1-66
Necklace, Protection, Charm	2,000	10,000	FR10-84
Necklace, Strangulation	—	1,000	2100-175
Necklace, Ugliness	—	1,200	AC04-052
Necklace, Water Breathing	800	8,000	2003-24

Necklace of Prayer Beads



This item appears to be a normal piece of non-valuable jewelry until it is placed about the neck. Even then, its nature will be revealed only if the wearer is a cleric (excluding druids and PCs otherwise able to use clerical spells such as paladins and rangers). The wearer is more likely to receive desired spells from his deity and enjoys other benefits depending on which beads the necklace has.

Name	EP	Cost	Book/Page
Necklace, Prayer Beads, Atonement	500	3,000	2011-151
Necklace, Prayer Beads, Blessing	500	3,000	2011-151
Necklace, Prayer Beads, Curing	500	3,000	2011-151
Necklace, Prayer Beads, Karma	500	3,000	2011-151
Necklace, Prayer Beads, Summon	500	3,000	2011-151
Necklace, Prayer Beads, Wind Walking	500	3,000	2011-151

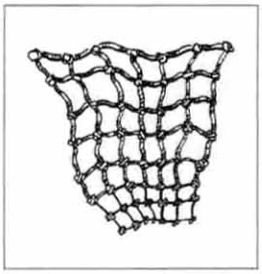
Needle



Common needles are mainly used in garment work and come in several shapes and sizes for sewing, knitting, and crocheting. Although hardly an effective weapon, adventurers (ninjas in particular) occasionally carry needles to help achieve surprise or create diversions. These tend to be longer than common sewing needles.

Name	EP	Cost	Book/Page
Needle, Death	400	4,000	AC04-052
Needle, Knitting, Speed	600	6,000	DRAG073-37
Needle, Lively Tattoos	1,000	10,000	LC2-34
Needle, Repair	500	5,000	AC04-052
Needle, Sewing	300	3,000	DRAG030-36

Net



Ordinary nets commonly used by fishermen are large sheets of mesh made of rope or cord. Magical nets can much smaller, (squares or rectangles one to 12 inches long on a side, as indicated or implied in the item description) and usually made of fine metal threads that are intricately woven and often adorned with gems.

Name	EP	Cost	Book/Page
Net, Apprehending, Zadon's	1,000	5,000	DRAG062-65
Net, Breathing	600	3,000	1013-58
Net, Charming	800	4,000	1013-58
Net, Deceiving	200	1,000	1013-58
Net, Defending	800	4,000	1013-58
Net, Deflecting	800	4,000	1013-58
Net, Drag	1,000	5,000	AC04-052
Net, Draining	800	4,000	1013-58
Net, Entrapment	1,000	7,500	2100-184
Net, Extinguishing	800	4,000	1013-58
Net, Finding	2,000	10,000	1013-58
Net, Fishing	800	4,000	1072a-84
Net, Flaming	1,200	6,000	1013-58
Net, Flying	1,000	5,000	1013-58
Net, Hare	150	1,500	AC04-052
Net, Healing	3,000	15,000	1013-58
Net, Hiding	1,200	6,000	1013-58
Net, Holding	1,000	5,000	1013-58
Net, Landing	1,000	4,000	AC04-053
Net, Lightning	4,000	30,000	1013-58
Net, Profit	1,000	10,000	AC04-053
Net, Restraint, Loyal	1,000	6,000	DLR1-82
Net, Safety	1,000	5,000	LC2-13
Net, Silencing	800	3,800	1013-58
Net, Slicing	900	4,500	1013-58
Net, Slowing	800	4,000	1013-58
Net, Snaring	1,000	6,000	2100-184
Net, Snaring, Spirit	2,000	10,000	2018-135
Net, Sneering	40	400	DRAG156-28
Net, Speeding	750	3,500	1013-58
Net, Translating	1,000	1,500	1013-58
Net, Watching	1,000	2,000	1013-58
Net, Web	500	2,500	2021-093
Net, Wishing	1,200	12,000	1013-58
Net, Worth	1,000	5,000	AC04-053

Net Thrower



This gnomish device throws nets great distances. It uses a spring-loaded wheel and a circular net with small weights attached to it. The wheel spins and launches the net, which flies to its target. A net thrower comes with a mechanical-or steam-powered winch to haul the net and its cargo back. It has a range of 100′ and affects a 10′ × 10′ area. It requires a three-gnome crew to operate, and has a 25% chance of malfunctioning every time it is used.

Name	EP	Cost	Book/Page
Net Thrower	60	600	AC11-090

Nightcap

A nightcap covers the head during sleep. It provides some extra warmth, but is used primarily to keep the wearer's hair out of his face. Its secondary purpose is to keep the lice that often inhabit the scalp from biting and jumping about and keeping the person awake.



Name	EP	Cost	Book/Page
Nightcap, Sleep	400	2,000	AC04-053
Nightcap, Vision	600	3,000	AC04-053

Nightingale

The origin of *Queen Ehlissa's marvelous nightingale* is unknown; however, one sage asserts that the nightingale was made by Xagy and the goddess of volcanic activity, Joramy, some 17 centuries ago. This bejeweled songbird seems to actually spring to life when its mechanism is activated. The creature is held within a fine mesh of golden wires, much like the cage of a real bird, and when set in motion the nightingale opens its glittering wings, hops to the highest perch in the cage and performs.



Name	EP	Cost	Book/Page
Nightingale, Queen Ehlissa's Marvelous	Relic	112,500	2011-160

Noisome

These magical items come in strings of 100 and look like modern-day firecrackers. When lit and cast to the ground, the noisomes magically explode with a loud bang. Spirits cannot tolerate this noise. Lesser spirits flee for 2-5 rounds. Greater spirits are granted a saving throw versus spell to remain in the area. The explosions cause no damage.



Name	EP	Cost	Book/Page
Noisome, Spirit Chaser	1,000	5,000	2018-135

Nunchaku

This is a martial arts weapon, derived from the common agricultural flail. It consists of two lengths of wood or iron connected by a short chain or cord. It can be used to parry attacks, club an opponent, or catch weapons. It is easily concealed. Martial arts training is required to use this weapon effectively.



Name	EP	Cost	Book/Page
Nunchaku, Dancing +2	800	4,000	POLY041-14

Oar

Oars are used to propel and steer water craft. An oar consists of a long wooden shaft with a blade at one end and a short, tapered grip at the other end. A metal or leather bracket or sleeve is fitted somewhere near the middle. An oar must be attached to or braced against to the craft's gunwale (side). All oar-driven vessels are fitted with brackets or notches for this purpose.



Name	EP	Cost	Book/Page
Oar, Ether	1,000	5,000	AC04-053
Oar, Rowing	600	6,000	AC04-053

Odor

Odors are almost exclusively created by druids and other naturalist priests. They are gases distilled from plants, earth, minerals, or animal byproducts. Some odors are benign and are used as alchemical cures for a variety of injuries and ailments. Other odors are deadly poisons.



Name	EP	Cost	Book/Page
Odor, Sleep	1,000	5,000	DRAG119-19
Odor, Wakefulness	200	1,000	DRAG119-19

Odrovir

In Norse legend, a war took place between the Aesir (the 24 deities of Asgard) and the Vanir (the nature deities of Noatun). After the war, both sides spat into a jar, providing their mixed essences as hostages for peace. Kvasir, the wisest of all men, was made of the spittle. Using honey, he made an elixir called Odrovir (or Odhrevir); all who partook of it became poets.



Name	EP	Cost	Book/Page
Odrovir	600	6,000	1021b-64

Oil

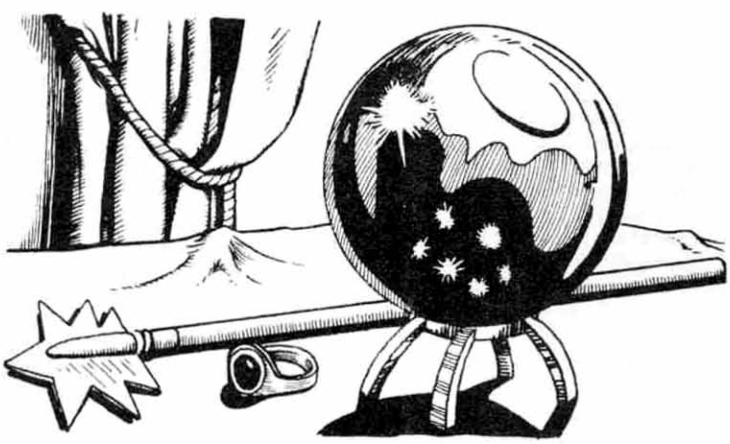
"Oil" is a general term for a vast number of products. Oils include lotions and salves that are rubbed on the body for medicinal purposes. Oils also include lubricants that lessen friction between two different objects when they rub together. Many enchanted oils are herbal distillates or infusions. They tend to be non-flammable. Lamp oil is used for lamps and lanterns; it is not particularly explosive although it can be used to feed an existing blaze.



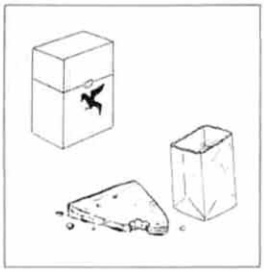
Name	EP	Cost	Book/Page
Oil, Absinthe	100	500	DRAG033-47
Oil, Acid Resistance	500	5,000	2100-143

Name	EP	Cost	Book/Page
Oil, African Ju Ju	100	500	DRAG033-47
Oil, Agelessness	800	8,000	FR10-81
Oil, Allspice	150	750	DRAG033-47
Oil, Anger	300	1,500	DRAG033-47
Oil, Animation	200	800	POLY065-20
Oil, Anise	100	500	DRAG033-47
Oil, Aphrodisia	200	1,000	DRAG033-47
Oil, Aphrodisiac, Starella's	250	1,250	2121-125
Oil, Arabian Nights	300	1,500	DRAG033-47
Oil, Ares	150	750	DRAG033-47
Oil, Armor	400	4,000	FR10-81
Oil, Armor	500	1,800	POLY065-20
Oil, Aroma of Dreams	300	1,500	2121-125
Oil, Attraction	200	1,000	DRAG033-47
Oil, Attractiveness	200	350	DRAG179-68
Oil, Beauty	400	4,000	FR10-81
Oil, Bergamot	600	1,800	DRAG033-47
Oil, Blood, Bat	250	1,750	DRAG033-47
Oil, Blood, Dragon	500	2,500	DRAG03 3-52
Oil, Bottom #20	100	500	DRAG033-47
Oil, Bull	100	500	DRAG033-47
Oil, Buoyancy	250	700	POLY065-20
Oil, Carnation	150	750	DRAG033-47
Oil, Chocolate	100	500	DRAG033-47
Oil, Citronella	125	625	DRAG033-47
Oil, Civet	100	500	DRAG033-47
Oil, Cleo May	100	500	DRAG033-47
Oil, Cloaking	250	500	DRAG179-68
Oil, Commanding	1,000	5,000	DRAG033-47
Oil, Concentration	400	2,000	DRAG033-47
Oil, Confusion	900	4,500	DRAG033-47
Oil, Conquering, Glory	1,500	7,500	DRAG033-47
Oil, Conquering, High	1,000	5,000	DRAG033-52
Oil, Controlling	1,000	5,000	DRAG033-47
Oil, Crab Apple	100	500	DRAG033-47
Oil, Crossing	600	1,800	DRAG033-47
Oil, Cumin Seed	100	500	DRAG033-47
Oil, Curdled Death	750	3,750	2121-125
Oil, Curse, Bruno's	—	400	DRAG033-47
Oil, Cypress Seed	100	500	DRAG033-47
Oil, Desire Me	500	2,500	DRAG033-52
Oil, Dexterity	500	800	POLY065-20
Oil, Disenchantment	750	3,500	2100-143
Oil, Do As I Say	1,000	5,000	DRAG033-52
Oil, Double Cross	600	3,000	DRAG033-52
Oil, Dream	600	1,800	DRAG033-52
Oil, Dryad of the	250	700	POLY065-20
Oil, Elasticity	250	900	POLY065-20
Oil, Elemental Invulnerability, Air	1,000	5,000	2100-143
Oil, Elemental Invulnerability, Earth	1,000	5,000	2100-143
Oil, Elemental Invulnerability, Fire	1,000	5,000	2100-143
Oil, Elemental Invulnerability, Water	1,000	5,000	2100-143
Oil, Enchantment	1,200	6,000	DRAG033-52
Oil, Etherealness	600	1,500	2100-143
Oil, Eucalyptus	200	1,000	DRAG033-52
Oil, Feast, of the	250	500	POLY065-20
Oil, Fiery Burning	500	4,000	2100-143
Oil, Fire Stilling	200	1,800	DRAG159-18
Oil, Frangi Pani	200	1,000	DRAG033-52
Oil, Fumbling	—	1,000	2100-143
Oil, Galangal	100	500	DRAG033-52
Oil, Gardenia	200	1,000	DRAG033-52
Oil, Get Away	300	1,500	DRAG033-52
Oil, Grape	100	500	DRAG033-52
Oil, Grass, Five Finger	250	1,250	DRAG033-52
Oil, Great Devotion	300	500	DRAG179-68
Oil, Hair Replacement	150	400	POLY065-20
Oil, High John the Conqueror	500	2,500	DRAG033-52
Oil, Honeysuckle	100	250	DRAG033-52
Oil, Horridness	—	150	DRAG179-69
Oil, Hypnotic	300	1,500	DRAG033-52
Oil, Hyssop	200	1,000	DRAG033-52
Oil, Immovability	350	1,600	POLY065-20
Oil, Impact	750	5,000	2100-143
Oil, Insect Ward, Murdock's	200	1,000	2121-125
Oil, Invisibility	250	500	DRAG179-69
Oil, Invulnerability	350	500	DRAG179-69
Oil, Invulnerability, Elemental	2,000	20,000	DRAG130-40
Oil, Invulnerability, Elemental Plane, Air	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Ash	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Dust	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Earth	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Fire	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Ice	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Lightning	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Magma	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Minerals	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Ooze	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Radiance	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Salt	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Smoke	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Steam	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Vacuum	5,000	25,000	2121-127
Oil, Invulnerability, Elemental Plane, Water	5,000	25,000	2121-127
Oil, Jamaica	200	1,000	DRAG033-52
Oil, Jinx Removing	1,000	5,000	DRAG033-52
Oil, Kludde	100	500	DRAG033-52
Oil, Lavender	100	500	DRAG033-52
Oil, Life	2,000	1,000	DRAG033-52
Oil, Life, New	2,500	12,500	DRAG033-52
Oil, Lighting	250	500	POLY065-20
Oil, Lightning Bolts	—	500	POLY065-20
Oil, Lily of the Valley	200	1,000	DRAG033-52
Oil, Lorn	250	600	POLY065-20
Oil, Magnolia	150	750	DRAG033-52
Oil, Manpower	400	2,000	DRAG033-52
Oil, Mercury	100	1,000	DRAG033-52
Oil, Metal Fatigue	400	1,900	POLY065-20
Oil, Mojo	100	1,500	DRAG033-52
Oil, Moon	200	1,000	DRAG033-52
Oil, Musk	100	500	DRAG033-52
Oil, Narcissus	200	1,000	DRAG033-52
Oil, Nine Mystery	300	1,500	DRAG033-52
Oil, Obeah	400	1,500	DRAG033-52
Oil, Obedience	500	900	DRAG179-69
Oil, Olibanum	200	2,000	DRAG033-52

Name	EP	Cost	Book/Page
Oil, Phosphorescence	—	100	DRAG091-53
Oil, Phosphorus	350	800	POLY065-20
Oil, Pickpocket, of the	300	500	DRAG179-69
Oil, Power	1,000	10,000	DRAG033-52
Oil, Preservation	750	4,000	2121-127
Oil, Preservation	500	1,600	POLY065-21
Oil, Primrose	200	1,000	DRAG033-52
Oil, Reversible	1,500	7,500	DRAG033-52
Oil, Romance	200	300	DRAG179-69
Oil, Rosemary	200	600	DRAG033-52
Oil, Rue	100	500	DRAG033-52
Oil, Rust Proofing	400	1,900	POLY065-21
Oil, Sandalwood	300	1,500	DRAG033-52
Oil, Scents	50	250	POLY065-21
Oil, Scribes	500	1,300	POLY065-21
Oil, Scrying	250	700	POLY065-21
Oil, Sharpness +1	100	1,000	2017-090
Oil, Sharpness +2	200	2,000	2017-090
Oil, Sharpness +3	300	3,000	2017-090
Oil, Sharpness +4	400	4,000	2017-090
Oil, Sharpness +5	500	5,000	2017-090
Oil, Sharpness +6	600	6,000	2017-090
Oil, Slickness	350	3,500	PHBR2-105
Oil, Slipperiness	400	750	2100-144
Oil, Snake	250	500	DRAG033-52
Oil, Spikenard	300	1,200	DRAG033-52
Oil, Spirit	300	1,500	DRAG033-52
Oil, Time	600	3,000	DRAG033-52
Oil, Timelessness	500	2,000	2100-144
Oil, Unlocking	300	800	POLY065-21
Oil, Verbena	400	2,000	DRAG033-52
Oil, Vibration	300	1,500	DRAG033-52
Oil, Virgin Olive	100	500	DRAG033-52
Oil, Vision	1,000	5,000	DRAG033-52
Oil, Will Power	500	2,500	DRAG033-52
Oil, Wintergreen	100	500	DRAG033-52
Oil, Wishing	1,200	12,000	DRAG033-52
Oil, XYZ	300	1,500	DRAG033-52
Oil, Ylang Ylang	300	1,500	DRAG033-52
Oil, Zula Zula	250	750	DRAG033-52



Ointment



This pale, creamy salve is found in small wooden boxes with cloth applicators. If the entire contents of a box is rubbed on any part of the skin, a magical effect is produced. All ointments look, smell, and taste differently (even among the same types), making them hard to distinguish one from another.

Name	EP	Cost	Book/Page
Ointment, Blessing	100	500	AC04-054
Ointment, Healing	1,000	5,000	AC04-054
Ointment, Keoghtom's	500	10,000	2100-173
Ointment, Poison	—	600	AC04-054
Ointment, Scar Removal	150	750	DRAG073-38
Ointment, Scarring	400	4,000	AC04-054
Ointment, Second Sight	2,000	10,000	PC1-60
Ointment, Soothing	600	3,000	AC04-054
Ointment, Tanning	500	2,500	AC04-054

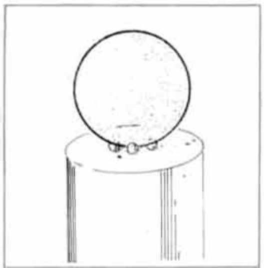
Omelet



This item is a carton or box made from a lightweight, porous, white material. The outside embossed with glyph that usually depicts a bird or some type of flying contraption. When opened, the carton always is found containing an old, cold, tough, and unappetizing omelet and a waxed-coated bag.

Name	EP	Cost	Book/Page
Omelet, Planes, of the	1,000	10,000	DRAG156-28

Oracle



An oracle appears to be a crystal ball with a slight tinge of color. They were created many years ago for the then Lord Mayor of the city of Greyhawk. However, no one is sure how many oracles are still in the government's possession. and how many have been lost or stolen. An oracle can answer one question a day, as if the owner is consulting a sage (see DMG).

Name	EP	Cost	Book/Page
Oracle, Greyhawk, Blue	2,000	12,000	2023-082
Oracle, Greyhawk, Brown	2,000	12,000	2023-082
Oracle, Greyhawk, Green	2,000	12,000	2023-082
Oracle, Greyhawk, Orange	2,000	12,000	2023-082
Oracle, Greyhawk, Red	2,000	12,000	2023-082
Oracle, Greyhawk, Violet	2,000	12,000	2023-082
Oracle, Greyhawk, Yellow	2,000	12,000	2023-082

Name	EP	Cost	Book/Page

Orb

Orbs look much like crystal balls; they are spherical objects that usually are placed in elaborate stands to keep them from rolling or breaking. Many of the most powerful artifacts in existence are orbs, the potent *Orbs of Dragonkind* being only one example.



Orb, Distant Viewing	—	1,000	DRAG168-20
Orb, Dragonkind, Dragon	Relic	40,000	2011-159
Orb, Dragonkind, Dragonette	Relic	30,000	2011-159
Orb, Dragonkind, Elder Wyrm	Relic	70,000	2011-160
Orb, Dragonkind, Firedrake	Relic	60,000	2011-160
Orb, Dragonkind, Grand Dragon	Relic	80,000	2011-160
Orb, Dragonkind, Great Serpent	Relic	50,000	2011-159
Orb, Dragonkind, Hatchling	Relic	10,000	2011-159
Orb, Dragonkind, Wyrmkin	Relic	20,000	2011-159
Orb, Duo-Dimension	500	20,000	FOR2-79
Orb, Golden Death	Relic	75,000	T1:4-127
Orb, Grief	—	1,800	CN2-029
Orb, Holiness	7,500	90000	FR04-45
Orb, Law	3,000	30,000	DUNG008-31
Orb, Might, Evil	Relic	100,000	2011-160
Orb, Might, Good	Relic	100,000	2011-160
Orb, Might, Neutrality	Relic	100,000	2011-160
Orb, Remote Action	3,000	15,000	SJR1-79
Orb, Silver Dragon	4,000	20,000	DL07-029
Orb, Tyche Diamond	Relic	95,000	1021-57
Orb, Yama	Relic	125,000	CN2-029

Organ

Heward's mystical organ has 77 great and small pipes, a console with many keys of black and white, 13 stops, and three great foot pedals. The bellows that send wind to the pipes are said to be worked by a conjured and chained air elemental of huge size. Each stop causes the pipes to sound in a different voice.



Organ, Heward's Mystical	Relic	25,000	DRA G029-43

Ornothopter

This vehicle looks like a small boat made of cloth and wood, with four spring-loaded legs and two collapsible, leather wings. When released, the legs cause the ornothopter to spring into the air. Meanwhile, as the crew rewinds the springs, the leather wings open up and allow the ornothopter to safely glide down to the ground.

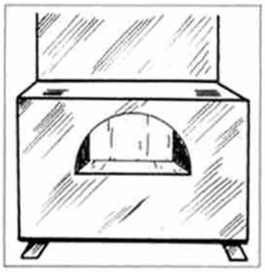


Ornothopter, Hopping	350	3,500	AC11-092

Name	EP	Cost	Book/Page

Oven

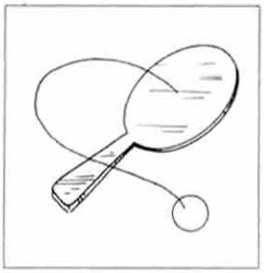
This item appears to be an ordinary stone oven. There is no place for feeding the fire, however. The oven is heated via a connection to the Elemental Plane of Fire. A small number (10%) of these ovens are defective, however, such that a creature from the fire plane may come "through" the connection (5% per month, non-cumulative, for any defective oven).



Oven, Heat	1,000	10,000	DRAG073-39

Paddleboard

These items are fashioned form a single piece of thin wood about a foot long. They have rounded, fan-shaped paddles with a narrow handle. A ball and eleastic string is attached to the center of the paddle. The string made from interwoven sinews, and the ball is usually an opaque crystal that is resilient and nearly indestructible A magical paddleboard is quite susceptible to fire damage but almost immune to impact damage. Paddleboards can be used to batter opponents up to three times per round, using either the paddle or the ball. Each hit inflicts one point of damage.



Paddleboard, Magical +1	50	250	DRAG134-43
Paddleboard, Magical +2	100	500	DRAG134-43
Paddleboard, Magical +3	150	750	DRAG134-43
Paddleboard, Magical +4	200	1,000	DRAG134-43
Paddleboard, Magical +5 20′	275	1,375	DRAG134-43
Paddleboard, Magical +5 25′	290	1,450	DRAG134-43
Paddleboard, Magical +6	300	1,500	DRAG134-43
Paddleboard, Wondrous Transformation	3,000	15,000	DRAG134-43

Paint

The magical paints described here were enchanted when then city of Blackmoor was in full power. After the city and castle fell into ruin, Blackmoor's mages used the paints to insure their survival in the hostile land. When a paint is applied to the body, the mage is transformed into another character class with weapons, armor class, and appropriate hit points.



Paint, Blackmoor, Black	300	2,500	2023-083
Paint, Blackmoor, Blue	300	2,500	2023-082
Paint, Blackmoor, Brown	300	2,500	2023-083
Paint, Blackmoor, Green	300	2,500	2023-083
Paint, Blackmoor, Red	300	2,500	2023-082
Paint, Blackmoor, White	300	2,500	2023-083

Painting



Few magical paintings exist in the AD&D® campaign worlds, but those that do show an amazing diversity of properties. Some can be used by non-mages simply through proper concentration; others can be used to their fullest only by wizards. Most radiate a magical aura, and show no signs of a dweomer even if examined with *detect magic.*. Many enchanted paintings have powers that relate directly to what they depict. Magical paintings are expensive to make; the pigments require arcane formulations similar to those used for scrolls of high-level spells. Also, magical paintings tend to be very powerful and, in inexperienced hands, dangerous. Unless otherwise specified, magical paintings are totally resistant to normal fire and to normal or crushing blows. They get a +4 saving throw bonus vs. other hazards (magical fire, electricity, etc.), this reflects the strength of their dweomers.

Name	EP	Cost	Book/Page
Painting, "Dragonnel"	–	9,000	DRAG179-13
Painting, "Gladiators, The"	–	48,000	DRAG179-12
Painting, "Glorindel's Gates"	–	1,000	DRAG179-13
Painting, "Igraine's Portraits"	–	54,000	DRAG179-14
Painting, "Watchers, The"	–	12,000	DRAG179-11
Painting, "Widow's Walk"	–	4,000	DRAG179-12
Painting, "Glorindel's Living"	–	36,000	DRAG179-13

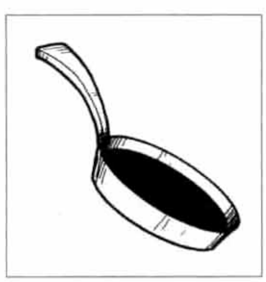
Palette



This device offers protection against, *polymorph* spells and the like. The item is an artist's palette covered with bright, mystical paints. To activate the item, the user must paint a self-portrait. The painting does not need to be created with any expertise, but the user must believe the portrait is accurate. Any time the user carries the self-portrait on his person, the portrait suffers the effects of unsuccessful saves versus *polymorph* spells.

Name	EP	Cost	Book/Page
Palette, Identity, Bell's	1,000	5,000	2121-133

Pan



A pan is a shallow container used for frying or baking food, or for bathing. Pans used to cook foods are generally cast from iron; pans used for bathing tend to be made of ceramics, glass, or lightweight metals such as tin. See the Cauldron (page 41) and Basin (page 29) entries for more magical options.

Name	EP	Cost	Book/Page
Pan, Frying	100	1,000	DRAG073-36
Pan, Spices	300	1,500	DRAG073-36

Paper



Paper is a high-quality writing surface made from pulped wood or cloth fibers. Paper can be bought by the roll or by the individual page. A roll can be almost any size, and very long rolls usually are wound onto sticks or spindles to make storage and transport easier. Writing and mapping paper is sold in flat or carefully folded sheets.

Name	EP	Cost	Book/Page
Paper, Form	200	2,000	2018-135
Paper, Waxed	100	200	LC4-41
Paper, Writing	300	1,500	PHBR4-109

Parchment



Parchment is a paper-like substance made from animal skins. It tends to be of lower quality than paper, but can be used for the same purposes. Parchment usually is sold in small rolls or in pages one foot square. Parchment tends to have a short life, when compared to paper due to the highly acidic fluids used to cure the hides.

Name	EP	Cost	Book/Page
Parchment, Looping	600	3,000	AC04-054
Parchment, Monster Holding	150	1,500	PHBR4-124
Parchment, Self-Protection	1,000	5,000	AC04-054

Parrot



This item is a 12-inch-high statue of a parrot made from clear crystal; it is used to detect trespassers. The parrot typically is placed high on a bookcase or shelf that gives it an unobstructed view of the area it is to oversee. When activated with the proper command word, it operates for 30 days. If an intruder enters the parrot's field of vision, the bird telepathically alerts the user

Name	EP	Cost	Book/Page
Parrot, Crystal	1,500	7,500	2121-135

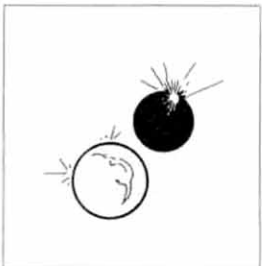
Peanut



The *eternal peanut* can be opened repeatedly and will provide up to three ounces of peanuts every hour. In a single day the *eternal peanut* can supply rations for one man for a half a day of wilderness travel or one evening's worth of snacks for two.

Name	EP	Cost	Book/Page
Peanut, Eternal	1,000	5,000	DRAG030-36

Pearl

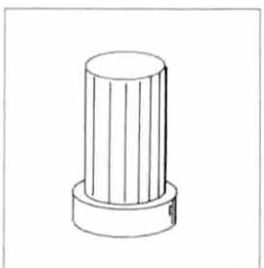


A pearl is a semi-precious gem formed inside various mollusks when irritating objects get trapped within their shells. If the animal cannot eject the object, it covers the object with a smooth, shell-like coating instead. Pearls are fairly hard, but delicate. They are valued for their color and silvery luster.

Name	EP	Cost	Book/Page
Pearl, Dragon	10,000	20,000	DRAG126-51
Pearl, Ebbing Tide	400	2,000	2018-135
Pearl, Entrancement	2,000	10,000	DLR1-82
Pearl, Giant Black	Relic	250,000	2013-037
Pearl, Power, 1st	200	2,000	2011-151
Pearl, Power, 2nd	400	4,000	2011-151
Pearl, Power, 3rd	600	6,000	2011-151
Pearl, Power, 4th	800	8,000	2011-151
Pearl, Power, 5th	1,000	10,000	2011-151
Pearl, Power, 6th	1,200	12,000	2011-151
Pearl, Power, 7th	1,400	14,000	2011-151
Pearl, Power, 8th	1,800	18,000	2011-151
Pearl, Power, 9th	1,600	16,000	2011-151
Pearl, Power, Cursed 1st	—	200	2011-151
Pearl, Power, Cursed 2nd	—	400	2011-151
Pearl, Power, Cursed 3rd	—	600	2011-151
Pearl, Power, Cursed 4th	—	800	2011-151
Pearl, Power, Cursed 5th	—	1,000	2011-151
Pearl, Power, Cursed 6th	—	1,200	2011-151
Pearl, Power, Cursed 7th	—	1,400	2011-151
Pearl, Power, Cursed 8th	—	1,800	2011-151
Pearl, Power, Cursed 9th	—	1,600	2011-151
Pearl, Power, Cursed, Special	—	1,800	2011-151
Pearl, Power, Two 1st-6th	*	*	2011-151
Pearl, Protection, Fire	1,000	5,000	2018-135
Pearl, Rising Tide	5,000	50,000	2018-135
Pearl, Sirines, of the	900	4,500	2100-176
Pearl, Wisdom	500	5,000	2100-176
Pearl, Wisdom, Cursed	—	500	2011-151

* Add the appropriate values for each spell that can be recalled.

Pedestal



A pedestal is a support or base for a column, statue, vase, or the like. In architecture, a pedestal lends strength and stability to the structure on top of it. In art, a pedestal raises an item into the air where it is easy to view from almost any angle and protected from errant feet

Name	EP	Cost	Book/Page
Pedestal, Blyphian	2,000	10,000	DLE3-062

Pegleg



A pegleg is an artificial replacement for a lower leg lost to accident or misadventure. Different sizes are available, but they generally cost the same. A pegleg's cost mostly depends on the materials used in its construction and the magical dweomers placed on the item. Usually, only characters too poor or weak to bargain for a clerical *regeneration* spell resort to these items.

Name	EP	Cost	Book/Page
Pegleg, Walking	900	4,500	1072a-84

Pellet



This nasty weapon was devised by drow for use against other drow. Pellets have cores of glass, rock crystal, or other hard material. They are prepared by casting a *continual light* spell on a core. The core is dipped in fat or grease, then rolled in clay, which is baked hard. When the pellet is thrown, the fragile clay breaks off, revealing the light.

Name	EP	Cost	Book/Page
Pellet, Light	20	50	FOR2-79

Pen



A pen is a writing and drawing implement that uses ink or thin paint to compose letters, drawings, books, scrolls, etc. Unlike quills, which must be frequently dipped in a small vat of ink, pens contain a small reservoir that holds the ink.

Name	EP	Cost	Book/Page
Pen, Excellence	1,200	12,000	PHBR4-125
Pen, Speedy Writing	400	4,000	DRAG073-37
Pen, Truth	1,000	10,000	DRAG073-39

Pendant



A pendant is an ornamental piece of jewelry, often a precious stone in a metal setting, that is hung from a necklace chain of fine metal. Pendants can also be pinned to an article of clothing or dangled from an earring.

Name	EP	Cost	Book/Page
Pendant, Equus	1,500	7,500	DUNG022-34
Pendant, Rahasia	3,000	15,000	B07-030

Name	EP	Cost	Book/Page

Pennant



A pennant is a long, tapered flag or standard that commemorates some achievement or serves as the colors and coat of arms of the nobleman or sovereign. Unlike flags and banners, pennants are not commissioned by the leadership of a country. They are strictly used to identify a small group of warriors in a larger army. An army may have dozens of pennants, but flies only one true flag, usually the royal colors and coat of arms of the principality or ruler.

Name	EP	Cost	Book/Page
Pennant, Bravery	2,000	10,000	DRAG072-51

Penny



A penny is a small coin, and is often the smallest denomination of coinage used in a country. Occasionally a country will mint half pennies or the citizens actually will cut pennies in half when something smaller is desired. A country's penny is generally minted in the least precious metal available, often copper.

Name	EP	Cost	Book/Page
Penny, Luck	1,000	5,000	AC04-054
Penny, Returning	2,000	10,000	DRAG030-37

Pepper



Pepper is a hot spice that comes from a variety of tropical plants and shrubs. Pepper, depending upon the plant that it originates from, can be black, white, gray, green, yellow, or red. Color has nothing to do with how hot the pepper is. The "heat" comes from chemicals in the natural oils produced by the plant.

Name	EP	Cost	Book/Page
Pepper, Fire	1,000	5,000	1066a-90
Pepper, Sneezing	50	500	POLY023-12

Periapt



A periapt is a kind of amulet, often studded with a large gemstone or jewel. Periapts are generally hung about the neck, but can be pinned to an outer garment. For more information and magical options, see the Amulet (page 19) and Charm (page 42) entries.

Name	EP	Cost	Book/Page
Periapt, Foul Rotting	—	1,000	2100-176
Periapt, Health	1,000	10,000	2100-176
Periapt, Peaceful of Pax	Relic	P	M5-44
Periapt, Proof Against Poison +1	1,500	12,500	2100-176
Periapt, Proof Against Poison +2	2,000	15,000	2100-176
Periapt, Proof Against Poison +3	2,500	20,000	2100-176
Periapt, Proof Against Poison +4	3,000	25,000	2100-176
Periapt, Prophecy Protection	1,500	10,000	DRAG132-23
Periapt, Protection, Vampiric Ixitxachitl	1,500	15,000	DRAG048-85
Periapt, Wound Closure	1,000	10,000	2100-176

Philter



Philters are derivatives of natural materials such as tree bark, berry juice, honey, dew, etc. The raw materials are combined with other natural fluids and enchanted to produce a magical effect. Like potions (see page 109) and elixirs (see page 55) all of a philter usually must be consumed to release its magic.

Name	EP	Cost	Book/Page
Philter, Beauty	250	1,500	2017-091
Philter, Drunkenness	—	150	DRAG179-69
Philter, Durimal's Merry Blend	800	2,400	DRAG178-18
Philter, Durimal's Potent Draught	800	2,400	DRAG178-18
Philter, Durimal's Sovereign Tonic	800	2,400	DRAG178-18
Philter, Glibness	500	2,500	2100-144
Philter, Love	200	300	2100-144
Philter, Persuasiveness	400	850	2100-144
Philter, Stammering and Stuttering	—	1,500	2100-144

Phylactery



Phylacteries are priestly items that come it two forms. The first is a small arm wrapping inscribed with holy writings and verses from the priest's deity. The second is a container of any type and shape that holds a holy relic. Generally, the relic held has no real monetary value (except to the priest and his creed) and is small enough so that it and its container can be held and hid easily in the palm of the hand. These containers often are strapped to the arm or forehead.

Name	EP	Cost	Book/Page
Phylactery, Bravery	1,800	9,000	DRAG179-73
Phylactery of Faithfulness	1,000	7,500	2100-176
Phylactery of Long Years	3,000	25,000	2100-176
Phylactery of Monstrous Attention	—	2,000	2100-176

Pick

The *pick of earth parting* allows its wielder to cut through elemental earth quickly. The wielder must have Strength of 17 or greater to use it. The pick creates a smooth, clean surface regardless of the user's the mining skills. All rubble from the excavation magically disappears, leaving a clear passage. See the Military Pick entry (page 94) for more magical options.



Name	EP	Cost	Book/Page
Pick, Earth Parting	5,000	25,000	2121-142

Pickaxe

This miner's tool is used for breaking up rock and hard-packed earth. It is essential to any mining operation. A pickaxe can be used in combat, but is not a weapon. In addition to normal nonproficiency penalties, a pickaxe confers and additional −2 penalty on all attack rolls, but if the blow lands, it causes 1d6 points of damage.



Name	EP	Cost	Book/Page
Pickaxe, Piercing	2,000	20,000	FR11-44

Pie

A pie is a baked dish with a pastry or dough shell. Pies have moist centers containing meats, fruits, vegetables, nuts ,or a combination of ingredients. Magical pies are one-use items that can be stored for months before spoiling . Once spoiled, the enchantment contained within is dispelled.



Name	EP	Cost	Book/Page
Pie, Four & Twenty Blackbirds	250	800	POLY023-23
Pie, Raspberries	500	700	POLY023-23
Pie, Rhubarb	1,000	5,000	POLY023-23

Pigment

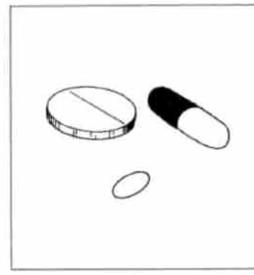
Pigments are powders which have been mixed with water, oil, or other liquid to produce a colored paste or paint. Most pigments are made from a single substance, but some are blended to produce a particular hue.



Name	EP	Cost	Book/Page
Pigment, Longevity	3,000	30,000	DUNG010-63
Pigment, Nolzur's Marvelous	500	3,000	2100-175

Pill

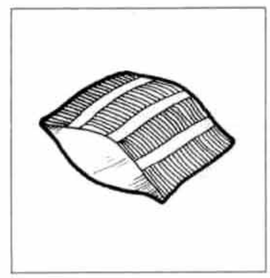
Pills are small water-soluble tablets that serve a number of purposes. First, pills can be swallowed to relieve the symptoms of a number of ailments. Pills can also be dissolved in fluids to produce a desired effect. See the Tablet entry, page 140 for more magical options.



Name	EP	Cost	Book/Page
Pill, Desalination	100	500	LC4-41
Pill, Dispel Hangover	100	700	DRAG073-40
Pill, Plentiful Water	2,000	20,000	DRAG073-37
Pill, Tanglefoot	100	350	DRAG002-29

Pillow

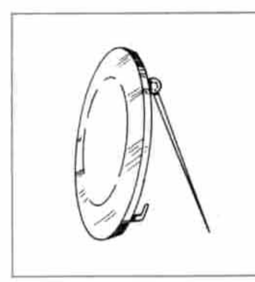
A pillow is a soft case or bag filled with a yielding material such as goose down. The bag is sewn so the material cannot leak out. Pillows are used to make sitting, sleeping, or lying down more comfortable. Magical pillows are extremely rare and are often valued by those suffering from insomnia or other sleep disorders.



Name	EP	Cost	Book/Page
Pillow, Regeneration	5,000	40,000	POLY043-21
Pillow, Restlessness	—	500	*new item*

Pin

Pins are simple bits of decorative jewelry that are attached to clothing. They can be added merely for adornment, or they can be functional, holding a cloak or other garment closed. Most pins have a clasp or cap that keeps the pin's sharp point from piercing the user's skin or slipping out of the material it has been stuck through.



Name	EP	Cost	Book/Page
Pin, Communication	1,000	10,000	POLY058-31
Pin, Iron, Icy Sea	500	4,500	2023-081

Pipe

Magical smoking pipes are often found with canisters of tobacco. The pipe is used by filling the bowl with combustible material, lighting it, and inhaling the resulting smoke. Musical pipes, however, are metal, bone, wood, or reed tubes of different lengths bound together side by side with leather or reed thongs. Sound is made by blowing across the aligned upper ends.



Name	EP	Cost	Book/Page
Pipe, Aromatic	400	4,000	AC04-054
Pipe, Brewers, of the	300	3,000	DRAG120-18
Pipe, Bubble	100	1,000	AC04-054
Pipe, Copper	200	2,000	AC04-055
Pipe, Doom	2,000	10,000	DUNG028-09
Pipe, Dorfin's Organ	600	6,000	AC11-090
Pipe, Gas	250	2,500	AC04-055
Pipe, Halfling	300	3,000	AC04-054
Pipe, Haunting	400	4,000	2100-176
Pipe, Hot Air	100	1,000	DRAG073-39
Pipe, Lasting	250	2,500	DRAG030-36
Pipe, Madness	—	1,500	7014-46
Pipe, Pain	—	1,250	2100-176
Pipe, Pan	3,000	30,000	AC04-055
Pipe, Panic	3,000	30,000	PC1-60
Pipe, Puckering	100	1,200	AC04-055
Pipe, Reeking	1,000	12,000	DRAG054-77
Pipe, Self-Lighting	100	1,000	AC04-055
Pipe, Sewers, of the	2,000	8,500	2100-177
Pipe, Smoke Rings	200	2,000	DRAG073-40
Pipe, Smoking	300	3,000	AC04-055
Pipe, Snake Summoning	350	3,500	POLY017-07
Pipe, Snowmen, of the	200	2,000	POLY056-16
Pipe, Sounding	1,000	10,000	2100-177
Pipe, Speaking	320	3,200	AC04-055
Pipe, Water	200	2,000	AC04-055

Pipeweed



Pipeweed is similar to tobacco It is used in pipes (or rolled in papers to create cigars or cigarettes). Like tobacco pipeweed is ground from dried leaves. The prices listed below are for a single dose of pipeweed. Its expense is due to its rarity (as smoking is unknown in many cultures).

Name	EP	Cost	Book/Page
Pipeweed, Illusion	200	2,000	DRAG002-13
Pipeweed, Stoning	300	3,000	DRAG002-13
Pipeweed, Tranquillity	400	4,000	DRAG002-13

Pitcher



A pitcher is a container used to hold fluids. Pitchers normally have elaborate handles sturdy enough to carry the weight of the pitcher and anything placed in it. They also have lips that allow drip-free pouring. Pitchers usually are ceramic, but the can be made from metal, glass, or leaded crystal.

Name	EP	Cost	Book/Page
Pitcher, Blending	300	3,000	DRAG0 73-38
Pitcher, Plentiful Pouring	600	6,000	DRAG073-40

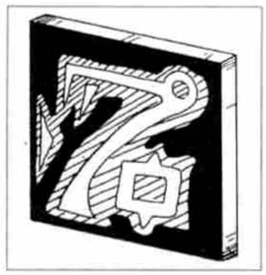
Pitchfork



The pitchfork is a handy farm implement that can serve as a lethal weapon when no other is available (it inflicts almost the same damage as a trident). The tool has a long wooden handle that ends in a head equipped with several tines, there can be as few as three and as many as five prongs. It is mainly used to move (pitch) hay or straw.

Name	EP	Cost	Book/Page
Pitchfork, Penetration	700	7,000	AC04-055

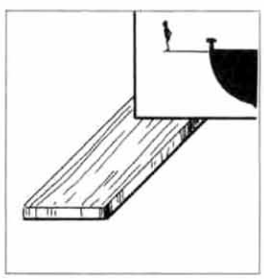
Placard



The magical placards described here bear the hallowed symbols of the monks of the old S'tung Monastery. Each is a cream-colored card two hands tall by one and a half hands wide (about 18" by 12").Each has a powerful magical symbol painted in black and trimmed with gold. Ink collected from giant river squids and blessed and purified by the monks is used to paint the signs. The cards are formed of flax and silk fibers, mixed with pulp from bamboo, tocara root (a local tuber), and dried flowers of the dogwood plant. (See the Deck and Card entries for more magical possibilities.)

Name	EP	Cost	Book/Page
Placard, Edu'sascar	700	7,000	1032-063

Plank



This magical item is popular among spelljamming pirates and privateers throughout Greyspace. When extended, the plank magically stretches beyond a vessel's gravity plane and atmosphere envelope. Once a character walks onto the plank, one step actually moves the character the equivalent of four steps. Blindfolded who are forced to "walk the plank" soon find themselves set adrift in wildspace.

Name	EP	Cost	Book/Page
Plank, The	700	3,500	1072a-84

Plant



Throughout history, many plants have been known to have medicinal properties. Medicinal plants can be found in nearly any climate or terrain, but an experienced eye is required to know the helpful plants from the mundane or even the poisonous ones. There are plants that have magical properties, but these are extremely rare.

Name	EP	Cost	Book/Page
Plant, Aaron's Rod	—	1 sp	DRAG082-15
Plant, Adder's Tongue	—	15 cp	DRAG082-15
Plant, Birthwort	—	7 cp	DRAG082-15
Plant, Comfrey	—	8 cp	DRAG082-16
Plant, Garlic	—	5 cp	DRAG082-16
Plant, Herb True-Love	—	15 cp	DRAG082-17
Plant, Juniper Berry	—	1 sp	DRAG082-18
Plant, Marsh-Mallow	—	25 cp	DRAG082-18
Plant, Sphagnum Moss	—	30 cp	DRAG082-19
Plant, St. John's Wort	—	35 cp	DRAG082-18
Plant, Woundweed	—	10 gp	DRAG082-19

Plate



The term "plate" describes two kinds of objects that serve a number of functions. One type of plate is a shallow, circular dish made of earthenware, wood, or metal. These are used to hold food. A second type of plate is a flat, polished piece of metal which is engraved and etched with symbols, drawings, and writing; this type is used during the printing process.

Name	EP	Cost	Book/Page
Plate, Book	750	7,500	AC04-056
Plate, Counterfeiting	1,200	12,000	AC04-056
Plate, Dinner	600	6,000	AC04-056
Plate, Leomund's	700	7,000	DRAG028-31

Pluma-



Pluma is a benign type of Maztican magic that has its roots in the power of the Feathered Dragon, Qotal. It is most beneficial to those with peaceful intent. The primary symbol of pluma is the feather; the brighter the better. Macaws, parrots, and hummingbirds are trapped for their plumage which is necessary for working this magic.

Name	EP	Cost	Book/Page
Plumalitter	3250	17,500	1066a-82
Plumastone	1,600	8,000	1066a-82
Plume, Maat Ivory	Relic	125,000	1021-59

Poker



A poker is a metallic tool used tend fires. It is a simple rod with a prong or hook near one end. The hook can be used to move burning logs within a fireplace or campfire. Most pokers are two to four feet long and made of black wrought iron.

Name	EP	Cost	Book/Page
Poker, Draw	600	6,000	AC04-056
Poker, Fire Control	5,000	25,000	AC04-056
Poker, Searing	700	7,000	AC04-056
Poker, Summoning	600	3,000	AC04-056

Pole



Poles are 10-foot-long wooden rods about two inches thick. Magical poles are immune most attacks, but susceptible to magical fire or fiery dragon breath. Generally, they cannot be chopped apart or broken by brute strength. Particularly cautious adventurers use common poles to test floors or prod piles of rags or trash to see if anything jumps out of them before they approach themselves.

Name	EP	Cost	Book/Page
Pole, Angling	400	2,000	AC04-056
Pole, Exaggeration	1,500	6,000	AC04-057
Pole, Levitation	2,000	15,000	AC04-057
Pole, Monster Fishing	1,500	6,000	AC04-057
Pole, Rescue	1,000	5,000	AC04-057
Pole, Treasure Fishing	6,000	20,000	AC04-057

Polearm



Polearms are melee weapons with blades or heads mounted on wooden shafts four to six feet long. Because of their size, all polearms are two-handed weapons. Depending on the type of head, a polearm can be used to thrust, chop, or hook opponents. Several different types of polearms are described in the equipment section of the *Players Handbook.*

Name	EP	Cost	Book/Page
Polearm, Tol-kendar	—	15	2016-31

Portmanteau



Tenser's portmanteau of frugality is large, black leather traveling case containing a bewildering number of small instruments tweezers, measuring beakers, small ceramic jars, and the like. It can be used to extract the greatest possible benefit from certain one-use magical items by partially diluting or admixing them.

Name	EP	Cost	Book/Page
Portmanteau, Frugality, Tenser's	6,000	30,000	2121-145

Portrait



A portrait is a painting that captures or represents the likeness of an individual (see the Painting entry for more magical possibilities). A portrait can as small as a fingernail for a cameo, locket, or other jewelry, or large enough to fill a whole wall or ceiling.

Name	EP	Cost	Book/Page
Portrait, Longevity	5,000	50,000	DUNG010-63

Name	EP	Cost	Book/Page

Pot

Pots are round, deep containers. Household pots are metallic and are used to boil water or roast foods. Horticultural pots usually are made from kiln-fired clay and have small drainage holes at the bottom. They are used to hold soil for flowers, small trees, or other beneficial plants.



Name	EP	Cost	Book/Page
Pot, Plant Protection	1,000	5,000	DRAG073-37

Potion

Potions are magical draughts typically found in ceramic, crystal, glass, or metal flasks or vials. Each container generally contains enough fluid to provide one person with a single dose. See the Balm, Elixir, Ichor, Ointment, Philter, and Salve entries for more magical possibilities.



Name	EP	Cost	Book/Page
Potion, Absorption	700	1,200	POLY065-12
Potion, Advanced Meditation	300	700	POLY065-12
Potion, Agility	500	900	1013-49
Potion, Aging	250	500	POLY065-12
Potion, All-Purpose Healing	200	600	POLY065-12
Potion, Allergy Suppressant	100	200	DRAG163-24
Potion, Alternate Profession	250	700	POLY065-12
Potion, Ambrosia	200	300	1021-63
Potion, Anti-Magic	800	3,000	POLY065-12
Potion, Anti-Sleep	350	500	POLY067-10
Potion, Antidote	200	400	1013-49
Potion, Arcane Comprehension	400	1,200	DUNG035-65
Potion, Archmagedom	450	1,500	POLY065-12
Potion, Babblejuice	100	200	DRAG163-21
Potion, Blending	300	500	1013-49
Potion, Blindness	—	250	POLY065-12
Potion, Bloodstop	100	200	DRAG163-24
Potion, Bouncing	250	400	POLY065-12
Potion, Brainflight	300	500	DRAG163-21
Potion, Breath Cleanser	100	200	DRAG163-24
Potion, Bubbles	50	250	POLY065-12
Potion, Bug Repellent	100	200	1013-49
Potion, Burnsalve I	200	300	DRAG163-21
Potion, Burnsalve II	250	350	DRAG163-21
Potion, Burnsalve III	300	400	DRAG163-21
Potion, Cause Light Wounds	200	400	DRAG076-17
Potion, Cause Serious Wounds	400	800	DRAG076-17
Potion, Chameleon Power	350	700	POLY065-12
Potion, Childishness	—	8,000	POLY065-12
Potion, Clairaudience	250	400	2100-141
Potion, Clairvoyance	300	500	2100-141
Potion, Clarity	550	1,100	POLY065-12
Potion, Clay	950	4,250	POLY065-12
Potion, Clean And Dry	100	250	POLY065-12
Potion, Clearwater	200	300	2003-24
Potion, Climbing	300	500	2100-141
Potion, Cold Resistance	250	500	POLY065-12
Potion, Confusion	—	250	POLY065-12
Potion, Contact Disruption	400	800	POLY065-12
Potion, Control, Animal, All	250	400	2100-141
Potion, Control, Animal, Avian	250	400	2100-141
Potion, Control, Animal, Fish	250	400	2100-141
Potion, Control, Animal, Mammal/Marsupial	250	400	2100-141
Potion, Control, Animal, Mammal/Marsupial/Avian	250	400	2100-141
Potion, Control, Animal, Reptile/Amphibian	250	400	2100-141
Potion, Control, Animal, Reptile/ Amphibian/Fish	250	400	2100-141
Potion, Control, Animal, Superior	300	600	POLYINT-27
Potion, Control, Damage	400	4,000	WG5-25
Potion, Control, Dragon, Black	700	7,000	2100-142
Potion, Control, Dragon, Brass	700	7,000	2100-142
Potion, Control, Dragon, Bronze	700	7,000	2100-142
Potion, Control, Dragon, Chiang Lung	700	7,000	2018-130
Potion, Control, Dragon, Cloud	700	7,000	2018-130
Potion, Control, Dragon, Copper	700	7,000	2100-142
Potion, Control, Dragon, Evil	700	7,000	2100-142
Potion, Control, Dragon, Gold	700	7,000	2100-142
Potion, Control, Dragon, Good	700	7,000	2100-142
Potion, Control, Dragon, Green	700	7,000	2100-142
Potion, Control, Dragon, Li Lung	700	7,000	2018-130
Potion, Control, Dragon, Lung Wang	700	7,000	2018-130
Potion, Control, Dragon, Mist	700	7,000	2018-130
Potion, Control, Dragon, Pan Lung	700	7,000	2018-130
Potion, Control, Dragon, Red	700	7,000	2100-142
Potion, Control, Dragon, Shen Lung	700	7,000	2018-130
Potion, Control, Dragon, Silver	700	7,000	2100-142
Potion, Control, Dragon, T'ien Lung	700	7,000	2018-130
Potion, Control, Dragon, White	700	7,000	2100-142
Potion, Control, Dragon, Yu Lung	700	7,000	2018-130
Potion, Control, Dwarves	500	900	2100-143
Potion, Control, Elemental, Air	600	3,000	2121-125
Potion, Control, Elemental, Earth	600	3,000	2121-125
Potion, Control, Elemental, Fire	600	3,000	2121-125
Potion, Control, Elemental, Water	600	3,000	2121-125
Potion, Control, Elves/Half-Elves	500	900	2100-143
Potion, Control, Elves/Half-Elves/ Humans	500	900	2100-143
Potion, Control, Giant, Cloud	600	6,000	2100-142
Potion, Control, Giant, Fire	600	6,000	2100-142
Potion, Control, Giant, Frost	600	6,000	2100-142
Potion, Control, Giant, Hill	600	6,000	2100-142
Potion, Control, Giant, Stone	600	6,000	2100-142
Potion, Control, Giant, Storm	600	6,000	2100-142
Potion, Control, Gnomes	500	900	2100-143
Potion, Control, Half-Orcs	500	900	2100-143
Potion, Control, Halflings	500	900	2100-143
Potion, Control, Housecat	250	2,500	DRAG030-36
Potion, Control, Human	500	900	DRAG130-40
Potion, Control, Humanoids	500	900	2100-143
Potion, Control, Plant	250	300	2100-144
Potion, Control, Undead, Ghast	700	2,500	2100-144
Potion, Control, Undead, Ghost	700	2,500	2100-144
Potion, Control, Undead, Ghoul	700	2,500	2100-144
Potion, Control, Undead, Shadow	700	2,500	2100-144
Potion, Control, Undead, Skeleton	700	2,500	2100-144
Potion, Control, Undead, Spectre	700	2,500	2100-144
Potion, Control, Undead, Vampire	700	2,500	2100-144
Potion, Control, Undead, Wight	700	2,500	2100-144

Name	EP	Cost	Book/Page
Potion, Control, Undead, Wraith	700	2,500	2100-144
Potion, Control, Undead, Zombie	700	2,500	2100-144
Potion, Corrosive Touch	700	1,200	POLY065-12
Potion, Craftsmanship	400	800	POLY065-12
Potion, Creation	250	400	POLY065-13
Potion, Danger Detection	250	600	POLY065-13
Potion, Deafness	—	800	POLY065-13
Potion, Defense +1	200	1,000	1013-49
Potion, Defense +2	400	2,000	1013-49
Potion, Defense +3	600	3,000	1013-49
Potion, Defense +4	800	4,000	1013-49
Potion, Defense +5	1,000	5,000	1013-49
Potion, Deftness, Dex 17	500	800	POLY065-13
Potion, Deftness, Dex 18	700	1,000	POLY065-13
Potion, Deftness, Dex 19	900	1,200	POLY065-13
Potion, Deftness, Dex 20	1,000	1,300	POLY065-13
Potion, Deftness, Dex 21	1,200	1,500	POLY065-13
Potion, Delusion	—	150	2100-141
Potion, Digestion	200	500	POLY065-14
Potion, Digging	400	1,200	POLY065-14
Potion, Diminution	300	500	2100-141
Potion, Direction	350	800	DRAG091-53
Potion, Disenchantment, Permanent	2,000	6,000	POLY065-14
Potion, Dragon Armor	400	1,600	POLY065-14
Potion, Dragon Breath	500	1,400	POLY065-14
Potion, Dragon Sight	200	2,000	DLA1-057
Potion, Dreaming	300	500	DRAG179-68
Potion, Dreamspeak	800	4,000	1013-49
Potion, Drunkenness	—	250	POLY065-14
Potion, Dwarfswater	100	200	POLY065-14
Potion, Elasticity	300	3,000	PHBR4-124
Potion, Elemental Form, Air	400	700	1013-49
Potion, Elemental Form, Earth	400	700	1013-49
Potion, Elemental Form, Fire	400	700	1013-49
Potion, Elemental Form, Water	400	700	1013-49
Potion, Enchantment	400	1,400	POLY065-14
Potion, Energy	500	6,000	DRAG099-49
Potion, Enlightenment	500	900	LNR1-95
Potion, ESP	500	850	2100-142
Potion, Essence of Darkness	300	3,000	PHBR2-104
Potion, Essence Transference	300	1,000	POLY065-14
Potion, Eternal Slumber	50	1,000	POLY065-14
Potion, Ethereality	300	500	1013-49
Potion, Explosions	450	900	DRAG091-53
Potion, Fire Breath	400	4,000	2100-142
Potion, Fire Resistance	250	400	2100-142
Potion, Fire Vulnerability	—	250	POLY065-14
Potion, Firegel	250	400	DRAG163-21
Potion, Fish Summoner	250	400	DRAG163-24
Potion, Flameoil	250	400	DRAG163-24
Potion, Fluidness	750	1,500	POLY065-14
Potion, Flying	500	750	2100-142
Potion, Forewarning	600	1,200	POLY065-14
Potion, Forgetfulness	—	250	POLY065-14
Potion, Forgetfulness	400	800	DRAG028-31
Potion, Fortitude	900	6,000	1013-49
Potion, Foul Water	—	2,000	POLY065-14
Potion, Freedom	500	900	1013-49
Potion, Fresh Air	350	700	POLY065-14
Potion, Fright	—	250	POLY065-14
Potion, Fur Growth	125	250	POLY065-14
Potion, Gaseous Form	300	400	2100-142
Potion, Genius	300	800	POLY065-14
Potion, Ghast Infusion	500	1,000	DRAG076-17
Potion, Ghostliness	600	1,800	POLY065-14
Potion, Glow Water	100	200	DRAG163-24
Potion, Gluttony	—	100	POLY065-15
Potion, Golden Silence	250	400	POLY065-15
Potion, Good Humor	500	2,000	POLY065-15
Potion, Gray Slumber	250	600	POLY065-15
Potion, Greensprouting	300	600	POLY065-15
Potion, Growth	250	300	2100-143
Potion, Hair Restorer	100	250	DRAG163-21
Potion, Hangover Remedy	100	200	DRAG163-21
Potion, Healing	200	400	2100-143
Potion, Healing Poultice I	200	400	DRAG163-21
Potion, Healing Poultice II	400	800	DRAG163-21
Potion, Healing Poultice III	500	1,000	DRAG163-21
Potion, Healing, Super	500	1,000	CM2-027
Potion, Herbal Draught	200	450	CB2-029
Potion, Heroic Action	350	800	POLY065-15
Potion, Heroism	300	500	2100-143
Potion, Homunculus Creation	600	1,500	1031-77
Potion, Horn of Plenty	250	500	POLY065-15
Potion, Immiscibility Protection	500	1,000	POLY065-15
Potion, Immunity, Aging	2,000	40,000	POLY065-15
Potion, Immunity, Cursed (Instant Death)	2,000	40,000	POLY065-15
Potion, Immunity, Death Magic	2,000	40,000	POLY065-15
Potion, Immunity, Disease	2,000	40,000	POLY065-15
Potion, Immunity, Lycanthropes	350	500	DRAG002-29
Potion, Immunity, Normal Weapons	2,000	40,000	POLY065-15
Potion, Immunity, Poison	2,000	40,000	POLY065-15
Potion, Infravision	200	500	POLY065-15
Potion, Inner Strength	250	700	POLY065-15
Potion, Insulation	250	600	POLY065-15
Potion, Invisibility	250	500	2100-143
Potion, Invulnerability	350	500	2100-143
Potion, Iron Handedness	300	600	POLY065-15
Potion, Ishtar's Truth	750	1,400	2021-091
Potion, Ivy Ointment	100	250	DRAG163-24
Potion, Kanzaz	400	1,400	POLY065-15
Potion, Kindness	250	400	POLY065-15
Potion, Language Learning	1,000	5,000	POLY065-15
Potion, Lethargy	—	250	POLY065-15
Potion, Levitation	250	400	2100-143
Potion, Lichdom	1,000	2,500	DRAG076-17
Potion, Life Stealing	800	4,000	POLY065-15
Potion, Life Suspension	500	1,500	POLY065-15
Potion, Lightning Form	500	1,500	POLY065-15
Potion, Longevity	500	1,000	2100-143
Potion, Love	200	300	DRAG163-21
Potion, Luck	500	2,500	POLY065-15
Potion, Luck	600	1,500	1013-50
Potion, Luminescence	250	800	POLY065-16
Potion, Lycanthropy, Seawolf	—	500	POLY065-16
Potion, Lycanthropy, Werebadger	50	500	POLY065-16
Potion, Lycanthropy, Werebear	50	500	POLY065-16
Potion, Lycanthropy, Wereboar	50	500	POLY065-16
Potion, Lycanthropy, Werefox	50	500	POLY065-16
Potion, Lycanthropy, Wererat	50	500	POLY065-16
Potion, Lycanthropy, Werewolf	50	500	POLY065-16
Potion, Lycanthropy, Weretiger	50	500	POLY065-16
Potion, Mage Wine	400	900	POLY065-16
Potion, Magic Blocking	400	2,000	POLY065-16
Potion, Magic Enhancement	500	1,800	POLY065-16
Potion, Magic Peas	—	250	POLY065-16
Potion, Magic Resistance	900	3,000	POLY065-16
Potion, Magic Resistance	500	1,000	FOR2-70
Potion, Magic Shielding	450	900	POLY065-16
Potion, Magnetism	100	250	POLY065-16
Potion, Magnification	250	800	POLY065-16

Name	EP	Cost	Book/Page
Potion, Maidenweed	100	250	DRAG163-21
Potion, Master Thievery	500	5,000	PHBR2-105
Potion, Merging	500	2,500	1013-50
Potion, Mermaid's Breath	400	1,000	DRAG163-21
Potion, Metal Immunity	1,000	3,750	POLY065-16
Potion, Midas Touch	500	1,500	POLY065-17
Potion, Mind Damp	400	2,500	DRAG002-29
Potion, Mind Focusing	800	1,500	POLY065-17
Potion, Mirage	1,000	3,500	POLY065-17
Potion, Mirror Eyes	1,800	10,000	POLY065-17
Potion, Mist of Rapture	200	9,000	FR04-47
Potion, Monster Creation	200	400	POLY065-17
Potion, Nerve Tonic	300	1,500	DRAG163-24
Potion, Noxious Resistance	400	900	POLY065-17
Potion, Nullscent	400	1,200	DRAG163-21
Potion, Numbing Salve	500	1,500	DRAG163-24
Potion, Nutrition	150	500	DRAG091-54
Potion, Open Mind	—	500	POLY065-17
Potion, Opposite Alignment	—	1,600	POLY065-17
Potion, Pain Suppression	50	100	DRAG099-49
Potion, Perception	300	3,000	PHBR2-105
Potion, Pestilence	—	900	POLY065-17
Potion, Petrification	—	800	POLY065-17
Potion, Phase	800	2,000	DUNG020-24
Potion, Photosynthesis	400	2,500	POLY065-17
Potion, Physical Enhancement	300	800	POLY065-17
Potion, Plant Grower	200	250	DRAG163-21
Potion, Poison	—	100	2100-144
Potion, Poison Antidote, Common	200	400	DRAG163-24
Potion, Polymorph Self	200	350	2100-144
Potion, Power	500	1,300	POLY065-17
Potion, Protection, Missile	400	800	DRAG091-54
Potion, Pseudo Treant	300	800	POLY065-17
Potion, Psionic Ability	1,200	5,000	POLY065-17
Potion, Psionic Boosting, Gray	200	350	DRAG091-54
Potion, Psionic Boosting, Green	300	600	DRAG091-54
Potion, Psionic Boosting, Red	350	650	DRAG091-55
Potion, Psionic Boosting, Silver	300	650	DRAG091-54
Potion, Psionic Boosting, Violet	300	650	DRAG091-54
Potion, Psionic Boosting, White	200	300	DRAG091-54
Potion, Psionic Boosting, Yellow	300	600	DRAG091-54
Potion, Purgative	400	1,200	DRAG163-24
Potion, Rage	—	400	POLY065-17
Potion, Rainbow Bridge	1,500	4,000	POLY065-17
Potion, Rainbow Hues	200	800	2100-144
Potion, Recall	600	2,000	POLY065-18
Potion, Reflection	300	1,000	POLY065-18
Potion, Regeneration	500	4,000	DRAG132-23
Potion, Rejuvenation	250	500	POLY065-18
Potion, Resistance, Fire	250	400	DRAG130-40
Potion, Resistance, Frost	250	400	DRAG091-53
Potion, Rest	250	500	POLY065-18
Potion, Restoration	300	2,000	DUNG004-15
Potion, Restoration, Mind	650	1,300	DRAG091-53
Potion, Resuscitation	300	600	POLY065-18
Potion, Reverse Ventriloquism	—	500(X)	POLY065-18
Potion, Revivification	500	2,500	POLY065-18
Potion, Safe Consumption	300	500	POLY065-18
Potion, Sanity	500	1,000	POLY065-18
Potion, Scent Neutralization	100	250 or 500	POLY065-18
Potion, Scrying	700	1,000	POLY065-18
Potion, Sensory Enhancement	250	500	POLY065-18
Potion, Shadow	400	1,000	POLY065-18
Potion, Sharp Eyes	300	1,200	POLY065-18
Potion, Sight	500	900	1013-50
Potion, Singing	200	500	POLY065-18
Potion, Sleep Bestowing	500	1,000	POLY065-18
Potion, Sleep Breathing	250	2,500	PHBR2-105
Potion, Sleeping Draught	200	600	DRAG163-24
Potion, Sleepy Breath	250	500	POLY065-18
Potion, Smelling Salt	100	150	DRAG163-24
Potion, Snake Crawling	250	500	POLY065-18
Potion, Sobriety	200	400	POLY065-18
Potion, Speech	200	400	1013-50
Potion, Speed	200	450	2100-144
Potion, Spelljamming	600	2,500	POLY065-19
Potion, Stamina Draught	500	900	DRAG163-24
Potion, Stone Form	500	1,100	POLY065-19
Potion, Strength, Cloud Giant	700	1,300	2100-142
Potion, Strength, Fire Giant	650	1,200	2100-142
Potion, Strength, Frost Giant	600	1,100	2100-142
Potion, Strength, Hill Giant	500	900	2100-142
Potion, Strength, Stone Giant	550	1,000	2100-142
Potion, Strength, Storm Giant	750	1,400	2100-142
Potion, Sunlight Resistance	400	1,500	POLY065-19
Potion, Superior Healing	800	2,500	POLY065-19
Potion, Superheroism	450	750	2100-144
Potion, Sustenance	250	350	POLY065-19
Potion, Sweet Water	200	250	2100-144
Potion, Swimming	500	1,200	X07-32
Potion, Teleportation	500	1,900	POLY065-19
Potion, Thievery	350	3,500	PHBR2-105
Potion, Thinness	250	600	POLY065-19
Potion, Toad Skin	500	1,000	POLY065-19
Potion, Tongues	250	600	POLY065-19
Potion, Toughening	300	600	DRAG091-54
Potion, Tragic Heroism	250	400	POLY065-19
Potion, Treasure Finding	600	2,000	2100-144
Potion, Truth	400	1,200	POLY065-19
Potion, Ugliness	—	250	POLY065-19
Potion, Undead	700	1,200	POLY065-19
Potion, Undead	500	5,000	DRAG076-17
Potion, Underground Awareness	500	1,100	POLY65-19
Potion, Useful Appendages	250	800	POLY065-19
Potion, Vampire	1,000	9,000	DRAG076-17
Potion, Vampirism	500	1,600	POLY065-19
Potion, Venom	450	2,000	POLY065-19
Potion, Ventriloquism	200	800	2100-144
Potion, Visions	50	250	POLY065-19
Potion, Vitality	300	2,500	2100-144
Potion, Vulnerability	50	250	POLY065-20
Potion, Water Breathing	400	900	2100-144
Potion, Water of Obscurement	250	500	POLY065-20
Potion, Weakness	50	250	POLY065-20
Potion, Whiskerbane	300	600	DRAG163-24
Potion, Wizardry	350	900	POLY065-20
Potion, Worm Calling	—	250	POLY065-20
Potion, Zorbo Fingers	500	800	POLY065-20

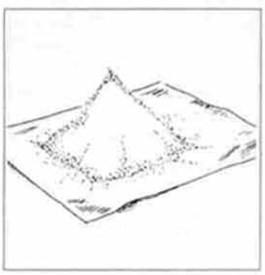
Pouch



A pouch is a small cloth, leather, or burlap sack of common make used to hold small, lightweight items. Most pouches can be closed with drawstrings or buttoned flaps. A magical pouch appears identical to an ordinary one, but a *detect magic* spell will reveal the difference.

Name	EP	Cost	Book/Page
Pouch, Accessibility	1,500	12,500	2100-177
Pouch, Devouring	—	1,500	AC0 4-057
Pouch, Disappearance	—	1,250	POLY047-27
Pouch, Eyes	2,250	25,000	AC04-057
Pouch, Food	700	3,500	DLA1-057
Pouch, Holding	800	4,000	T1:4-126
Pouch, Kangaroo	600	3,000	AC04-057
Pouch, Plenty	5,000	50,000	AC04-057
Pouch, Protection	2,500	25,000	DRAG073-40
Pouch, Security	2,000	20,000	1013-54
Pouch, Traveling	2,000	20,000	AC04-057
Pouch, Wonders, Zadron's	5,000	50,000	DRAG062-62

Powder



Powder is a chalky substance which can be any color. It can be used for a variety of purposes. A single container of nonmagical chalk powder holds enough to thoroughly cover 400 square feet. Magical powders, on the other hand, come in "doses." See the item description for details. Some powders must be placed on the face, others must be sprinkled over food, drink, the user's body, an object, or an area.

Name	EP	Cost	Book/Page
Powder, Aphrodisiac	200	300	DRAG130-39
Powder, Black Veil	1,000	5,000	2121-127
Powder, Cigam Saffron	25	250	DUNG006-48
Powder, Coagulation	500	2,500	2121-127
Powder, Comeliness	500	900	LNA3-52
Powder, Courage	450	750	DRAG130-39
Powder, Cure Bleeding	500	2,500	DRAG130-39
Powder, Cure Circulatory Disease	200	500	DRAG130-39
Powder, Cure Nausea	100	200	DRAG130-39
Powder, Cure Nervous Disorders	100	200	DRAG130-39
Powder, Cure Paralysis	400	800	DRAG130-39
Powder, Cure Respiratory Disease	200	500	DRAG130-39
Powder, Delousing	100	200	DRAG163-24
Powder, Edible Objects, Puchezma's	1,000	5,000	2121-142
Powder, Friendship	300	900	DRAG130-39
Powder, Healing, Minor	150	300	DRAG130-39
Powder, Hero's Heart, of the	750	3,250	2121-127
Powder, Itching	100	200	DRAG119-19
Powder, Magic Detection	1,000	5,000	2121-127
Powder, Night Vision	250	500	DRAG130-39
Powder, Oak-in-Acorn	400	4,000	HWA1-63
Powder, Obsession	500	5,000	FR10-81
Powder, Purification	300	900	DRAG002-29
Powder, Repellent, Insect	100	200	DRAG130-39
Powder, Repellent, Lycanthrope	400	700	DRAG130-39
Powder, Repellent, Undead	300	500	DRAG130-39
Powder, Scroll Ink	200	300	DRAG130-39
Powder, Sleep	200	600	DRAG130-39
Powder, Smoke	—	750	2100-179
Powder, Tranquilizer	200	400	DRAG130-39
Powder, Truth	400	900	DRAG130-39



Printing Press

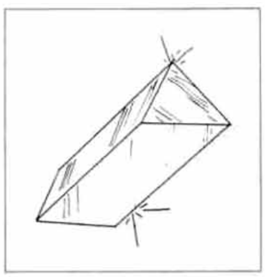
A printing press is a large iron machine with rollers and gears everywhere. Over the front there is a large barrel containing ink. Small amounts of ink tends to leak from the barrel, covering the press and the floor around it with black stains. Shredded paper also collects around the machine and lies underfoot. This advanced, sophisticated, and enchanted machine uses both magic and mechanical action to produce printed material in quantity. Printing plates can be made of wood or metal. Wooden plates are cheap and can be made by a skilled craftsman in a few hours at a total cost of only three gold pieces each. Metal plates are more expensive but last longer than wooden ones. Finer print and more detailed illustrations are possible using metal plates.



Name	EP	Cost	Book/Page
Printing Press, Darak's Thaumaturgical	5,400	54,000	AC11-028

Prism

A prism is a triangular piece of pure glass or crystal that refracts (bends) light into a prismatic rainbow of color. Most magical and alchemical laboratories and sage's workshops are equipped with one or more prisms.



Name	EP	Cost	Book/Page
Prism, Distraction	800	4,000	POLY043-21
Prism, Gladsheim	1,000	5,000	2121-147
Prism, Greyhawk	2,000	9,000	202 3-083
Prism, Light Splitting	1,500	7,500	2121-142

Prison

Prisons are used to hold creatures in place against their will. Magical prisons are compact and ingenious devices and escape from them is difficult (if not impossible) without assistance. Some enchanted prisons also make rescues difficult by intereferring with scrying, tracking, and some forms of communication.



Name	EP	Cost	Book/Page
Prison, Genie, Dao	–	10,000	DRAG179-72
Prison, Genie, Djinni	–	10,000	DRAG179-72
Prison, Genie, Efreeti	–	10,000	DRAG179-72
Prison, Genie, Marid	–	10,000	DRAG179-72
Prison, Genie, Noble Dao	–	30,000	DRAG179-72
Prison, Genie, Noble Djinni	–	30,000	DRAG179-72
Prison, Genie, Noble Efreeti	–	30,000	DRAG179-72
Prison, Genie, Noble Marid	–	30,000	DRAG179-72
Prison, Zagyg	2,750	25,000	2017-102

Prosthesis

Prostheses are artificial limbs designed to take the place of missing body parts. The pegleg (see page 104) is an example of the most primitive prosthetic limb. Magical prostheses can be enchanted to become manipulative like normal limbs. In fact many people do not even notice that the user is wearing an artificial limb.



Name	EP	Cost	Book/Page
Prosthesis, Magical	4,000	40,000	DRAG073-39

Pump

Pumps are items that move water or other fluids from place to place. Magical pumps can perform a similar function, but they can also create their own water by channeling it from the Elemental Plane of Water. Some magical pumps can create so much pressure that they make formiddable weapons.



Name	EP	Cost	Book/Page
Pump, Deep Drilling	300	1,500	*new item*
Pump, Water Summoning	500	2,500	*new item*

Purse

A purse is a type of pouch or small bag, usually made of leather, which is used to carry coins or personal items. Many have long straps that allow their users to hang the purse over a shoulder or saddle. In most medieval cultures, both men and women use purses. For more magical options, see the Pouch (page 112) and Belt Bag (page 31) entries.



Name	EP	Cost	Book/Page
Purse, Bucknard's Everfull, Type I	1,500	15,000	2100-163
Purse, Bucknard's Everfull, Type II	2,500	25,000	2100-163
Purse, Bucknard's Everfull, Type III	4,000	40,000	2100-163
Purse, Silenced Coinage	500	5,000	DRAG073-37

Name	EP	Cost	Book/Page

Quarrel



Quarrels, or bolts (see page 32), are the ammunition fired by crossbows. A quarrel is shaped something like an arrow, but its shaft is much shorter and thicker. Quarrels used in warfare are tipped cone-or pyramid-shaped heads made from the toughest material available, usually iron or hardened steel. See the Arrow and Bolt entries for more information.

Name	EP	Cost	Book/Page
Quarrel +1	25	175	1011-42
Quarrel +2	50	350	*new item*
Quarrel +3	75	525	*new item*
Quarrel +4	100	700	*new item*
Quarrel +5	125	875	*new item*
Quarrel −1	—	25	*new item*
Quarrel −2	—	50	*new item*
Quarrel, Biting	30	100	1060-117

Quarterstaff



The simplest and humblest of staff weapons, the quarterstaff is a length of hard wood from six to nine feet long. High quality quarterstaves are made of stout oak and are shod with metal at both ends. The quarterstaff must be wielded with both hands. The staff is also a fine practice weapon, especially in place of other two-handed weapons such as two-handed swords or polearms. Quarterstaves are are often carried by magic users. See the Staff entry (page 133) for more information.

Name	EP	Cost	Book/Page
Quarterstaff +1	250	1,500	2017-106
Quarterstaff +2	500	3,000	2017-106
Quarterstaff +3	750	4,500	2017-106
Quarterstaff +4	1,000	6,000	2017-106
Quarterstaff +5	1,250	7,500	2017-106
Quarterstaff, Breathing	600	3,000	1013-58
Quarterstaff, Charming	800	4,000	1013-58
Quarterstaff, Deceiving	200	1,000	1013-58
Quarterstaff, Defending	800	4,000	1013-58
Quarterstaff, Deflecting	800	4,000	1013-58
Quarterstaff, Draining	1,000	5,000	1013-58
Quarterstaff, Extinguishing	800	4,000	1013-58
Quarterstaff, Finding	2,000	10,000	1013-58
Quarterstaff, Flaming	1,200	6,000	1013-58
Quarterstaff, Flying	1,000	5,000	1013-58
Quarterstaff, Healing	3,000	15,000	1013-58
Quarterstaff, Hiding	1,200	6,000	1013-58
Quarterstaff, Holding	1,000	5,000	1013-58
Quarterstaff, Lightning	4,000	30,000	101 3-58
Quarterstaff, Silencing	800	3,800	1013-58
Quarterstaff, Slowing	800	4,000	1013-58
Quarterstaff, Speed	750	3,500	1013-58
Quarterstaff, Stunning +3	1,000	10,000	FR10-85
Quarterstaff, Translating	1,000	1,500	1013-58
Quarterstaff, Watching	1,000	2,000	1013-58
Quarterstaff, Wishing	1,200	12,000	1013-58

Quill



A quill is a large feather that can be dipped in ink and used as a writing implement. Quills are common wherever there are sages, scribes, wizards or other people engaged in research, accounting, or scholarly work.

Name	EP	Cost	Book/Page
Quill, Copying	5,000	25,000	AC04-058
Quill, Erasing	3,000	15,000	AC04-058
Quill, Forgery	4,000	20,000	AC04-058
Quill, Grease	1,000	5,000	LC4-36
Quill, Kuroth's	Relic	27,500	2011-159
Quill, Law	7,000	35,000	2121-143
Quill, Long Writing	4,000	20,000	DRAG030-36
Quill, Necromancy	6,000	30,000	AC04-058
Quill, Porcupine	100	500	AC04-058
Quill, Scribbling	100	1,000	AC04-058
Quill, Scroll Creation	250	600	DRAG099-51
Quill, Transcription	4,000	20,000	AC04-058

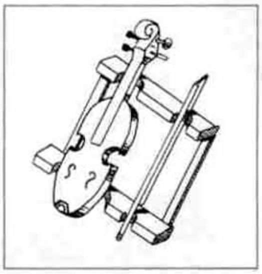
Quiver



A quiver is a container used to hold arrows, quarrels, javelins or other similar missiles. It is usually made of leather and equipped with a strap that allows it to hang over the user's shoulder to make taking missiles from it easy and quick. A very plain quiver is generally included in the basic cost of a load of ammunition.

Name	EP	Cost	Book/Page
Quiver, Arrow Storing	1,000	4,000	DRAG133-10
Quiver, Ehlonna	1,500	10,000	2100-177
Quiver, Freif's Magical	1,100	4,500	DRAG133-10

Rack



Racks, much like shelves, are used to contain large collections of items in an orderly manner. Unlike shelves however, racks tend to be custom made for a particular item; for example, one would place bottles of wine in a rack that allows the bottle to lay on its side. This allows the wine to keep the cork moist; if the bottle were stored upright on a shelf the cork would dry out, crack, and allow the wine to sour.

Name	EP	Cost	Book/Page
Rack, Violin	100	1,000	POLY023-23

Rag

Rags are pieces of cloth used to dust furniture, clean walls, dry dishes, cleanse the body, etc. Rags commonly are culled from old clothing or blankets that no longer serve their original purpose for one reason or another.



Name	EP	Cost	Book/Page
Rag, Drying	250	2,500	DRAG030-36

Rainmaker

This device creates rain through magical and chemical action. It has a small tower, 30 feet high and 15 feet wide, which rests on a base 40 feet wide and 10 feet high. It also is equipped with balloon which is tethered in place by a rope more than 10,000 feet long. When the device is operating, clouds of acidic steam fill the tower.



Name	EP	Cost	Book/Page
Rainmaking Machine	8,035	78,000	AC11-083

Rake

A rake is a common farming implement, often made entirely of wood but sometimes fitted with a metal head. The handle is three to five feet long. The head has two to 20 prongs, which can be stiff or flexible. Most enchanted rakes, however, have stiff metal prongs set in a single row.



Name	EP	Cost	Book/Page
Rake, Climbing	500	5,000	AC04-059
Rake, Iron	100	1,000	2013-052
Rake, Retrieval	200	2,000	AC04-059
Rake, Ship	100	1,000	AC04-059
Rake, Smoothing	500	5,000	AC04-059
Rake, Tracking	1,000	10,000	AC04-059

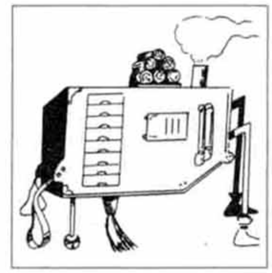
Ram

A battering ram (see page 29) is a large, heavy log or similar device used to bash down portals or walls with brute force. Another kind of ram is a projection fitted to the bow (and sometimes to the stern) of a ship or spelljammer. This type of ram is used to punch holes in other vessels. A ship's ram can sink or smash an enemy ship in seconds.



Name	EP	Cost	Book/Page
Ram, Blunt +1 (per ton)	100	1,000	1072a-84
Ram, Blunt +2 (per ton)	200	2,000	1072a-84
Ram, Blunt +3 (per ton)	400	4,000	1072a-84
Ram, Grappling +1 (per ton)	200	2,000	1072a-84
Ram, Grappling +2 (per ton)	400	4,000	1072a-84
Ram, Grappling +3 (per ton)	800	8,000	1072a-84
Ram, Piercing +1 (per ton)	100	1,000	1072a-84
Ram, Piercing +2 (per ton)	200	2,000	1072a-84
Ram, Piercing +3 (per ton)	400	4,000	1072a-84

Ranger Fooler



The *ranger fooler* is a large, floating box that can pulled along by any creature. It erases the user's tracks and creates false tracks in their place. A leather harness used for pulling the contraption is attached to the front of the box. A set of thick, hairy brushes are set on the underside of the box near the front. Thirty-six drawers set in columns of six are located on the flanks of the box. A label on each drawer tells what sort of tracks (false feet) are stored within. A set of iron rods jut out from the rear of the box, and attached to them are two vertical iron rods that reach to the ground. The ranger fooler is steam powered and there is small hatch for replenishing its supply of firewood and a spout for refilling its boiler water.

Name	EP	Cost	Book/Page
Ranger Fooler, Rahn-Ko's	200	2,000	AC11-075

Rations

Rations are dried foods that can be kept for indefinite periods of time without spoiling as long as they are kept dry. To keep rations safe to eat, the buyer must keep the food in an air tight container in case he is caught in a heavy storm, falls into water, etc. Properly sealed containers have the additional virtue of keeping insects and small animals from eating the food before the user can.



Name	EP	Cost	Book/Page
Rations, Epox's Iron	1,000	10,000	POLY058-10

Rattle

A rattle is a common child's toy, but also is a musical instrument in many cultures. A magical rattle may be plain or decorative.



Name	EP	Cost	Book/Page
Rattle, Death	—	500	AC04-059
Rattle, Shaking & Rolling	400	4,000	POLY023-23
Rattle, Summoning	1,000	10,000	AC04-059
Rattle, Youth	4,000	40,000	AC04-059

Name	EP	Cost	Book/Page

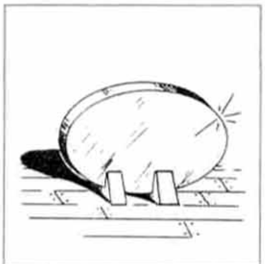
Recorder



A recorder is a wind instrument similar to a modern flute. Its main body is a hollow tube that has a whistle-like mouthpiece and several holes which allow the musician to play various notes. A recorder can be made from almost any hard substance, but the best ones are made from hardwood.

Name	EP	Cost	Book/Page
Recorder, Ye'Cind	Relic	80,000	2011-160

Reflector



A few gnomish spelljamming ships are equipped with these rare devices. A reflector is an ovoid chunk of apparently solid, dull metal which resembles pewter. It is four feet long, by about two feet across and weighs one ton. It has a 2-in-6 chance of reflecting any spell, magical item discharge, or artifact power back to its source.

Name	EP	Cost	Book/Page
Reflector, Spell	5,000	50,000	SJR1-81

Repellent



Repellent is a fluid or spray that can keep certain types of pests away from the user. The term "repellent" can refer to an item that contains such fluid. When magical repellent is in effect, the target creature cannot voluntarily approach the user.

Name	EP	Cost	Book/Page
Repellent, Parasite	100	1,000	DRAG119-19

Repository



This artifact holds almost all of the knowledge of the known world, and is capable of answering factual and philosophical questions. At a glance, the repository looks like a common chamber of dwarven make built into a cavern or castle wall. Slender, fluted marble columns support a ceiling studded with globes of green crystal. Thin, vertical slots pierce one wall of the chamber, and a large central niche in another wall shimmers with a faint magical aura. If a creature approaches the repository quietly and presses an ear to one of the slots, the creature can hear faint twittering in the darkness.

Name	EP	Cost	Book/Page
Repository of Arcane Lore, Olaf Grunndi's	Relic	P	AC11-073

Ride



The *ghost ride* is a magical contrivance designed to provide entertainment by giving passengers a ride past a range of illusory ghosts and monsters. At a distance, only the ride's large and brightly colored facade can be seen. It is bedecked with flags and banners and bears a distinctly eastern look. The entrance is painted to resemble a cave opening.

Name	EP	Cost	Book/Page
Ride, Sultan's Uncanny Ghost	Relic	P	AC11-080

Ring



Enchanted rings normally radiate magic, but no two magical rings look alike, so their exact powers are difficult to identify without much trial and error or some mystical means. Usually, a character must put on a ring and must try various things to find what it does. No more than two magic rings can be worn by a character at the same time. If more are worn, none function. Only one magic ring can be worn on the same hand. A second ring worn on one hand causes both to be useless. Rings must be worn properly (i.e. on the fingers for a human); rings on toes, in ear lobes, etc. do not function. The spell-like abilities of rings function at the 12th level unless the power requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell. Magic rings can be worn and used by all character classes and by most humanoids Generally, most creatures with digits can use rings. For example, a troll could wear a *ring of fire resistance* and gain its benefits in addition to its regeneration ability. Rings can be used by any character race, but rings might malfunction when some demi-humans use them. If a malfunction occurs, the ring simply doesn't work for one "use." This applies to cursed rings as well as the benficial ones.

Name	EP	Cost	Book/Page
Ring, Affliction, Abjuration	—	1,500	212 1-128
Ring, Affliction, Alteration	—	1,500	2121-128
Ring, Affliction, Conjuration/ Summoning	—	1,500	2121-128
Ring, Affliction, Enchantment/ Charm	—	1,5 00	2121-128
Ring, Affliction, Illusion/ Phantasm	—	1,500	2121-128
Ring, Affliction, Evocation	—	1,500	2121-128
Ring, Affliction, Lesser/Greater Divination	—	1,500	2121-128
Ring, Affliction, Necromancy	—	1,500	2121-128
Ring, Amasis	1,500	7,500	1021-64
Ring, Animal Friendship	1,000	5,000	2100-147
Ring, Animal Magnetism	1,000	5,000	DRAG117-49
Ring, Annulment	—	2,000	DR AG117-50
Ring, Anti-Venom	2,000	10,000	GDQ1-124
Ring, Anything	5,000	55,000	2017-092
Ring, Apathy	—	1,200	POLY043-23
Ring, Aquatic Depth Location	1,200	6,000	POLY043-22
Ring, Arachnid Control	1,000	4,000	FOR2-70
Ring, Armoring	2,000	10,000	2121-128

Name	EP	Cost	Book/Page
Ring, Awareness	1,200	6,000	DRAG082-28
Ring, Bard, of the	3,000	15,000	DRAG117-49
Ring, Beauty	1,200	6,000	POLYINT-27
Ring, Black	1,000	5,000	7014-45
Ring, Black Gang	1,200	6,000	DRAG040-26
Ring, Bladeturning	1,500	7,000	DRAG082-28
Ring, Blink	7,000	25,000	FRE1-42
Ring, Blinking	1,000	5,000	2100-147
Ring, Boccob	250	2,500	2017-092
Ring, Bone	4,000	20,000	REF5-87
Ring, Branding	500	2,500	DLR2-56
Ring, Burbul	1,000	5,000	DUNG028-60
Ring, Bureaucratic Wizardry	—	1,500	2121-128
Ring, Carrot Protection	50	250	POLY045-26
Ring, Chameleon Power	1,000	5,000	2100-147
Ring, Cirulon	1,000	10,000	DLE3-062
Ring, Clairaudience	1,000	7,500	DRAG117-48
Ring, Clear Thought	1,500	7,500	DUNG013-40
Ring, Cloaked Wizardry	+500	+2,500	DRAG179-70
Ring, Clumsiness	—	3,000	2100-147
Ring, Comet, of the	2,000	10,000	SJA3-59
Ring, Command	2,000	10,000	DRAG117-48
Ring, Command, Elemental, Air	5,000	25,000	2100-147
Ring, Command, Elemental, Earth	5,000	25,000	2100-147
Ring, Command, Elemental, Fire	5,000	25,000	2100-147
Ring, Command, Elemental, Water	5,000	25,000	2100-147
Ring, Command, Para-Elemental, Ice	4,000	20,000	DRAG120-33
Ring, Command, Para-Elemental, Magma	4,000	20,000	DRAG120-33
Ring, Command, Para-Elemental, Ooze	4,000	20,000	DRAG120-33
Ring, Command, Para-Elemental, Smoke	4,000	20,000	DRAG120-33
Ring, Command, Quasi-Elemental, Ash	2,000	10,000	DRAG120-34
Ring, Command, Quasi-Elemental, Dust	2,000	10,000	DRAG120-34
Ring, Command, Quasi-Elemental, Lightning	2,000	10,000	DRAG120-34
Ring, Command, Quasi-Elemental, Mineral	2,000	10,000	DRAG120-34
Ring, Command, Quasi-Elemental, Radiance	2,000	10,000	DRAG120-34
Ring, Command, Quasi-Elemental, Salt	2,000	10,000	DRAG120-34
Ring, Command, Quasi-Elemental, Steam	2,000	10,000	DRAG120-34
Ring, Command, Quasi-Elemental, Vacuum	2,000	10,000	DRAG120-34
Ring, Compulsions, Wizzo's	—	1,500	DRAG082-30
Ring, Continual Churning	500	2,500	LNR1-95
Ring, Contrariness	—	1,000	2100-147
Ring, Control, Animal	1,000	5,000	1011-44
Ring, Control, Arachnid	500	2,500	DUNG024-19
Ring, Control, Human	2,000	10,000	1012-62
Ring, Control, Mammal	1,000	5,000	2100-148
Ring, Control, Plant	500	2,500	1012-62
Ring, Control, Toothache	200	2,000	POLY045-26
Ring, Courtly Manners	1,000	5,000	DRAG073-40
Ring, Crius	3,500	25,000	DRAG117-51
Ring, Cursed, Great Kingdom	—	2,000	2023-073
Ring, Curses	—	1,500	LNA3-50
Ring, Dalamar's Healing	5,000	40,000	2021-098
Ring, Dart	500	5,000	DRAG005-09
Ring, Delusion	—	2,000	2100-147
Ring, Depetrification	1,000	10,000	DUNG025-08
Ring, Disguise	500	3,000	POLY047-27
Ring, Distraction	1,000	5,000	DRAG117-50
Ring, Dizziness	—	2,500	FR10-81
Ring, Djinni Summoning	3,000	20,000	2100-148
Ring, Draupnir	1,000	5,000	1021-63
Ring, Drow, of the	1,000	5,000	DRAG117-49
Ring, Eagle	1,000	5,000	DRAG091-55
Ring, Ear	600	3,000	1013-52
Ring, Elemental Adaptation, Air	2,500	5,000	1013-52
Ring, Elemental Adaptation, Air & Water	2,500	5,000	1013-52
Ring, Elemental Adaptation, All Elements	2,500	5,000	1013-52
Ring, Elemental Adaptation, Earth	2,500	5,000	1013-52
Ring, Elemental Adaptation, Earth & Fire	2,500	5,000	1013-52
Ring, Elemental Adaptation, Fire	2,500	5,000	1013-52
Ring, Elemental Adaptation, Water	2,500	5,000	1013-52
Ring, Elemental Metamorphosis, Air	3,000	15,000	2121-128
Ring, Elemental Metamorphosis, Earth	3,000	15,000	2121-128
Ring, Elemental Metamorphosis, Fire	3,000	15,000	2121-128
Ring, Elemental Metamorphosis, Water	3,000	15,000	2121-128
Ring, Engagement	500	5,000	DRAG054-77
Ring, Faerie	1,000	7,500	2017-093
Ring, Fashion	1,000	3,000	DRAG117-50
Ring, Feather Falling	1,000	5,000	2100-148
Ring, Fire Resistance	1,000	5,000	2100-148
Ring, Fire Starting	1,000	3,500	DRAG117-49
Ring, Flying	1,000	7,500	DUNG014-47
Ring, Folly	—	500	DRAG179-70
Ring, Fortitude	1,000	5,000	2121-129
Ring, Free Action	1,000	5,000	2100-148
Ring, Freedom	5,000	25,000	2003-24
Ring, Gargoyles	3,000	6,000	1060-117
Ring, Gaxx	Relic	17,500	2011-160
Ring, Gordon's Magic	—	2,000	DUNG013-17
Ring, Grasshopper, of the	1,000	5,000	DRAG091-56
Ring, Health, CON-15	1,000	9,000	DRAG117-51
Ring, Health, CON-16	2,000	18,000	DRAG117-51
Ring, Health, CON-17	3,000	27,000	DRAG117-51
Ring, Health, CON-18	4,000	36,000	DRAG117-51
Ring, Health, CON-19	5,000	40,000	DRAG117-51
Ring, Holiness	2,000	10,000	1013-52
Ring, Horned	3,000	35,000	1060-116
Ring, Human Influence	2,000	10,000	2100-148
Ring, Ice	250	2,500	DRAG168-18
Ring, Icebolts	2,000	7,500	DRAG082-28
Ring, Immunity	1,000	10,000	FR10-81
Ring, Impersonation	400	4,000	DUNG032-45
Ring, Infravision	1,000	5,000	DRAG082-28
Ring, Infravision Negation	950	7,000	POLY047-27
Ring, Infravision/Ultravision	1,500	7,500	DRAG082-28
Ring, Invisibility	1,500	7,500	2100-148
Ring, Invisibility and Inaudibility	2,000	8,000	LC4-53
Ring, Invisibility Negation, Clarifier	1,000	12,000	DRAG082-28

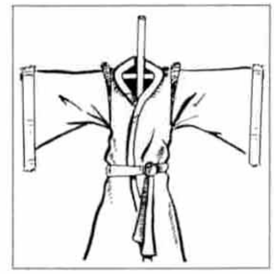
Name	EP	Cost	Book/Page
Ring, Invisibility Negation, Destroyer	1,300	7,000	DRAG082-28
Ring, Invisibility Negation, Killer	1,800	20,000	DRAG082-28
Ring, Invulnerability	3,000	12,000	POLY047-26
Ring, Jasmine Odor	500	5,000	DRAG030-37
Ring, Jolting	1,000	5,000	DRAG082-28
Ring, Jumping	1,000	5,000	2100-148
Ring, Kings	2,000	10,000	2006-52
Ring, Languages	1,000	5,000	DRAG117-51
Ring, Leadership, Admundfort	1,500	8,500	2023-073
Ring, Life Protection	5,000	20,000	1013-52
Ring, Light	1,000	5,000	DRAG082-28
Ring, Lightning Resistance	5,000	25,000	POLY050-17
Ring, Limited Telepathy	1,000	5,000	DRAG117-49
Ring, Liquid Cooling	1,000	5,000	POLY045-26
Ring, Liquid Identification	750	4,000	DRAG082-28
Ring, Lolth	4,000	30,000	DRAG117-50
Ring, Lore	3,500	23,500	DRAG082-30
Ring, Luck, Wild Coast	500	3,500	2023-073
Ring, Lycanthropy, Bear	2,500	7,500	DRAG082-30
Ring, Lycanthropy, Boar	2,500	7,500	DRAG082-30
Ring, Lycanthropy, Rat	2,500	7,500	DRAG082-30
Ring, Lycanthropy, Tiger	2,500	7,500	DRAG082-30
Ring, Lycanthropy, Wolf	2,500	7,500	DRAG082-30
Ring, Magic Detection	1,200	12,000	LNA3-50
Ring, Magic Missiles	4,000	25,000	DRAG002-13
Ring, Magic Resistance, 05%	5,000	1,000	DRAG117-51
Ring, Magic Resistance, 10%	10,000	2,000	DRAG117-51
Ring, Magic Resistance, 15%	15,000	3,000	DRAG117-51
Ring, Magic Resistance, 20%	20,000	4,000	DRAG117-51
Ring, Magic Resistance, 25%	25,000	5,000	DRAG117-51
Ring, Magic Resistance, 30%	30,000	6,000	DRAG117-51
Ring, Magic Resistance, 35%	35,000	7,000	DRAG117-51
Ring, Magic Resistance, 40%	40,000	8,000	DRAG117-51
Ring, Magic Resistance, 45%	45,000	9,000	DRAG117-51
Ring, Magic Resistance, 50%	50,000	10,000	DRAG117-51
Ring, Margoyle	5,000	10,000	1060-117
Ring, Marking	1,000	5,000	DRAG030-37
Ring, Memory	1,500	7,500	1013-52
Ring, Message	500	2,500	DRAG179-70
Ring, Mind Shielding	500	5,000	2100-148
Ring, Money	5,000	25,000	HR1-66
Ring, Moodarvian Emotion Sight	2,000	12,000	AC11-066
Ring, Moodarvian Emotion Smell	2,000	12,000	AC11-066
Ring, Moodarvian Emotion Sound	2,000	12,000	AC11-066
Ring, Moodarvian Emotion Taste	2,000	12,000	AC11-066
Ring, Moodarvian Emotion Touch	2,000	12,000	AC11-066
Ring, Necromancer	1,000	10,000	DRAG029-43
Ring, Neutralization	1,500	7,500	DRAG117-49
Ring, Nibelungen	1,000	5,000	1021-64
Ring, Night	1,500	7,500	DUNG001-18
Ring, Oak	500	2,000	DRAG045-23
Ring, Opposition	5,000	25,000	LNR1-95
Ring, Orbus	2,000	18,000	DRAG159-16
Ring, Phantom Form	1,500	7,500	DRAG117-48
Ring, Pomarj, Goblin	4,000	20,000	2023-073
Ring, Pomarj, Ogre	4,000	20,000	2023-073
Ring, Pomarj, Orc	4,000	20,000	2023-073
Ring, Protection +1	1,000	5,000	2100-148
Ring, Protection +1 5'	1,000	10,000	1012-62
Ring, Protection +2	2,000	15,000	2100-148
Ring, Protection +2 5'	2,000	20,000	2100-148
Ring, Protection +3	3,000	20,000	2100-148
Ring, Protection +3 5'	3,000	25,000	2100-148
Ring, Protection +4 AC, +2 Saves	4,000	24,000	2100-148
Ring, Protection +6 AC, +1 Saves	6,000	30,000	2100-148
Ring, Protection, Charming	3,600	18,000	L2-31
Ring, Quick Action	1,000	5,000	DRAG117-49
Ring, Quickness	1,000	5,000	1013-53
Ring, Rahasia	3,000	15,000	B07-030
Ring, Rakhamon	3,000	30,000	CB2-029
Ring, Ram, of the	750	7,500	2100-149
Ring, Randomness, Bless	—	1,500	2121-129
Ring, Randomness, Continual Light	—	1,500	2121-129
Ring, Randomness, Cure Blindness or Deafness	—	1,500	2121-129
Ring, Randomness, Cure Light Wounds	—	1,500	2121-129
Ring, Randomness, Heat Metal	—	1,500	2121-129
Ring, Randomness, Protection from Evil	—	1,500	2121-129
Ring, Randomness, Remove Fear	—	1,500	2121-129
Ring, Range Extension	2,000	10,000	DRAG117-48
Ring, Readiness	1,000	10,000	PHBR1-115
Ring, Regeneration	5,000	40,000	2100-149
Ring, Regeneration, Rapid	6,000	50,000	DRAG120-33
Ring, Regeneration, Vampiric	5,000	42000	2100-149
Ring, Remedies	2,000	8,000	1013-53
Ring, Resistance, Abjuration	1,000	5,000	2121-129
Ring, Resistance, Alteration	1,000	5,000	2121-129
Ring, Resistance, Breath Weapon	5,000	50,000	PHBR4-125
Ring, Resistance, Conjuration/ Summoning	1,000	5,000	2121-129
Ring, Resistance, Enchantment/ Charm	1,000	5,0 00	2121-129
Ring, Resistance, Illusion/ Phantasm	1,000	5,000	2121-129
Ring, Resistance, Invocation/ Evocation	1,000	5,000	2121-129
Ring, Resistance, Lesser/Greater Divination	1,000	5,000	2121-129
Ring, Resistance, Necromancy	1,000	5,000	2121-129
Ring, Reversion	1,000	10,000	1053-057
Ring, Rhyming	800	4,000	POLY061-09
Ring, Safety	1,000	10,000	1013-53
Ring, Seeing	2,500	25,000	1013-53
Ring, Serpent of Set	2,000	20,000	7014-46
Ring, Serten's Spell Immunity	2,500	17,500	POLY050-17
Ring, Servitude	—	10,000	X11-60
Ring, Shape Changing	2,500	15,000	DRAG117-48
Ring, Shocking Grasp	1,000	5,000	2100-149
Ring, Shooting Stars	3,000	15,000	2100-149
Ring, Silence	800	4,000	DRAG028-31
Ring, Silence	300	3,000	DUNG03 2-45
Ring, Spell Eating	2100	20,000	1013-53
Ring, Spell Holding	2,000	10,000	DRAG082-30
Ring, Spell Storing	2,500	22,500	2100-150
Ring, Spell Turning	2,000	17,500	2100-150
Ring, Spell "Turning"	—	1,200	DRAG156-27
Ring, Star of Korala	12,000	120,000	7014-46
Ring, Strength, 18.00	1,500	15,000	FR10-81
Ring, Strength, 19	2,000	20,000	FR10-81
Ring, Strength, 20	2,500	25,000	FR10-81
Ring, Strength, Cursed	—	2,500	FR10-81
Ring, Summoning, Genie, Dao	3,000	15,000	DRAG179-70
Ring, Summoning, Genie, Djinni	3,000	15,000	DRAG179-70
Ring, Summoning, Genie, Efreeti	3,000	15,000	DRAG179-70

Name	EP	Cost	Book/Page
Ring, Summoning, Genie, Marid	3,000	15,000	DRAG179-70
Ring, Summoning, Genie, Noble Dao	4,500	22500	DRAG179-70
Ring, Summoning, Genie, Noble Djinni	4,500	22,500	DRAG179-70
Ring, Summoning, Genie, Noble Efreeti	4,500	22,500	DRAG179-70
Ring, Summoning, Genie, Noble Marid	4,500	22,500	DRAG179-70
Ring, Survival	6,000	30,000	1013-53
Ring, Sustenance	500	3,500	2100-150
Ring, Swimming	1,000	5,000	2100-150
Ring Tasslehoff's Magic Mouse	100	1,000	2021-098
Ring, Telekinesis, 025 lbs.	2,000	10,000	2100-150
Ring, Telekinesis, 050 lbs.	2,500	12,500	2100-150
Ring, Telekinesis, 100 lbs.	3,000	15,000	2100-150
Ring, Telekinesis, 200 lbs.	3,500	17,500	2100-150
Ring, Telekinesis, 400 lbs.	4,000	20,000	2100-150
Ring, Teleport, Halaster's	1,000	4,000	1060-119
Ring, Teleportation	2,000	15,000	DRAG117-48
Ring, Telkroth's	1,200	10,000	IM AG010-28
Ring, Thunder	4,000	40,000	FR10-81
Ring, Tongues	1,000	5,000	DRAG117-48
Ring, Toothache Control	100	1,000	POLY045-26
Ring, Toth Amon's	Relic	45,000	2006-47
Ring, Trobriand	1,000	5,000	1060-MC
Ring, Truth	1,000	5,000	2100-150
Ring, Truthfulness	500	2,500	1013-53
Ring, Truthlessness	1,000	5,000	1013-53
Ring, Vapors	4,000	35,000	DRAG117-50
Ring, Vizier, of the	1,000	5,000	DRAG179-70
Ring, Warmth	1,000	5,000	2100-150
Ring, Water Adaptation	2,500	12,500	X07-32
Ring, Water Walking	1,000	5,000	2100-150
Ring, Weakness	—	1,000	2100-150
Ring, Windwarding	1,000	10,000	FR10-82
Ring, Wishes (1)	1,000	5,000*	1013-53
Ring, Wishes (2)	2,000	10,000*	POLY036-27
Ring, Wishes (3)	3,000	15,000*	2100-151
Ring, Wishes (4)	4,000	20,000*	*new item*
Ring, Wishes, Multiple	5,000	25,000*	2100-151
Ring, Wizardry, Dbl 1st	4,000	50,000	2100-151
Ring, Wizardry, Dbl 1st & 2nd	4,400	54,000	2100-151
Ring, Wizardry, Dbl 1st through 3rd	4,600	56,000	2100-151
Ring, Wizardry, Dbl 2nd	4,200	52,000	2100-151
Ring, Wizardry, Dbl 3rd	4,800	58,000	2100-151
Ring, Wizardry, Dbl 4th	5,000	60,000	2100-151
Ring, Wizardry, Dbl 4th & 5th	5,400	64,000	2100-151
Ring, Wizardry, Dbl 5th	5,200	62,000	2100-151
Ring, X-Ray Vision	4,000	35,000	2100-151

* These items are almost never sold on the open market. PCs seeking to obtain a *wish* should expect to offer favors or magical items in trade.

Robe

Robes are loose-fitting outer garments usually long enough to reach well below the waist or to the ankles. Robes often have long, wide sleeves, attached hoods and often are worn with a belt. Buttons, ties, or pins keep the robe firmly wrapped around the wearer even in high winds. Many robes are large enough to let the user wear armor underneath.



Name	EP	Cost	Book/Page
Robe, Archmagi, of the	6,000	65,000	2100-177
Robe, Blending	3,500	35,000	2100-177
Robe, Blending, 3-Speed	—	4,000	DRAG156-28
Robe, Drying	1,000	5,000	DRAG030-37
Robe, Eyes	4,500	50,000	2100-178
Robe, Holding	1,000	5,000	POLY061-09
Robe, Powerlessness	—	1,000	2100-178
Robe, Protection, AC 0	6,000	60,000	FR10-84
Robe, Protection, AC 1	5,000	50,000	FR10-84
Robe, Protection, AC 2	4,000	40,000	FR10-84
Robe, Protection, AC 3	3,500	35,000	FR10-84
Robe, Protection, AC 4	3,000	30,000	FR10-84
Robe, Protection, AC 5	2,500	25,000	FR10-84
Robe, Protection, AC 6	2,000	20,000	FR10-84
Robe, Repetition	6,000	30,000	2121-143
Robe, Rock	3,500	35,000	POLY058-09
Robe, Scintillating Colors	2,750	25,000	2100-178
Robe, Stars	4,000	12,000	2100-178
Robe, Stone	1,250	14,000	POLY047-27
Robe, Useful Items	1,500	15,000	2100-178
Robe, Useless Items	1,000	8,000	DRAG15 6-28
Robe, Vanishing	2,000	20,000	PHBR2-106
Robe, Veluna	2,000	10,000	2023-083
Robe, Vermin	—	1,000	2100-178
Robe, Warmth	1,000	5,000	DRAG073-38

Rock

Rocks are chunks or pieces of solid earth or mineral that have not been reduced to sand through the forces of nature—wind, rain, water, ice, and snow. Enchanted rocks are generally polished to a glistening shine.



Name	EP	Cost	Book/Page
Rock, Death, Darahd S'tin	1,000	10,000	1032-064
Rock, Pet	2,000	15,000	DRAG045-22
Rock, Pet, Cursed	—	1,000	DRAG045-22

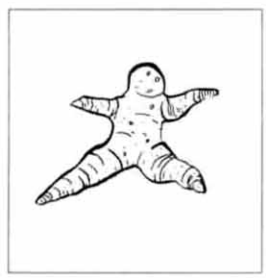
Rod



Rods are about 3′ long and as thick as a man's thumb. They are normally found in cases or similar storage containers. Rods can be fashioned from metal, wood, ivory, or bone. They can be plain or decorated and carved. Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time a rod is used, one or more charges may be expended. Characters do not automatically know the number of charges a rod has when it is discovered although research and spell casting can reveal this (at least approximately). A rod can sometimes be recharged according to the rules given for constructing magical items. When a rod is drained of all charges, it loses all its magical properties and cannot be recharged ever again. When discovered, a rod normally contains 41 to 50 (40 + d10) charges. However, while rods almost never have more charges than this, it is possible to find a rod with significantly fewer charges, particularly if it is captured from an enemy who has used the item. A rod is normally activated when the wielder utters a specific command word. This word acts like a trigger, unleashing the power stored within the item. Since control of a rod depends on knowledge of the command word, these are jealously guarded by the owner. An absent-minded wizard might etch the command word on the item or carry it on a piece of paper in his pocket, but this is only rarely done. Most often, characters must use *divination* spells, or consult sages to discover the correct command to activate a rod.

Name	EP	Cost	Book/Page
Rod, Absorption	7,500	40,000	2100-151
Rod, Aerdi Sea	5,000	25,000	2023-074
Rod, Alertness	7,000	50,000	2100-151
Rod, Asmodeus, of	Relic	P	2009-21
Rod, Beguiling	5,000	30,000	2100-152
Rod, Blind Walking	700	7,000	SJR2-71
Rod, Building	Relic	P	HWR2-d38
Rod, Cancellation	10,000	15,000	2100-152
Rod, Climbing	900	9,000	LNA1-67
Rod, Dancing, Multiple	4,500	25,000	DRAG126-50
Rod, Death	7,500	75,000	SJR1-80
Rod, Diplomacy, Furyondy	4,000	15,000	2023-074
Rod, Distortion	5,000	25,000	2121-130
Rod, Dominion	7,000	45,000	1071-237
Rod, Ebony Standards	2,500	17,500	CN2-029
Rod, Entrapment	1,000	8,000	POLY047-26
Rod, Flailing	2,000	20,000	2100-152
Rod, Generalship	5,000	50,000	FR10-82
Rod, Health	6,000	25,000	1013-52
Rod, Immobile Insects	2,500	25,000	FA2-62
Rod, Indestructibility	2,500	17,500	POLY043-22
Rod, Inertia	3,000	15,000	1013-52
Rod, Leadership	5,000	30,000	DRAG179-70
Rod, Lordly Might	6,000	20,000	2100-152
Rod, Lordly Might-or-Might-Not	600	2,000	DRAG120-18
Rod, Many Things	7,500	25,000	DRAG091-56
Rod, Melting	3,000	12,000	DRAG099-49
Rod, Onnwal	4,000	15,000	2023-074
Rod, Orbs	3,000	15,000	SJR1-80
Rod, Parrying	1,000	10,000	1013-52
Rod, Passage	5,000	50,000	2100-153
Rod, Rastinon	5,000	40,000	1053-056
Rod, Resurrection	10,000	35,000	2100-153
Rod, Rulership	8,000	35,000	2100-153
Rod, Ruling	8,000	35,000	1013-52
Rod, Security	3,000	30,000	2100-153
Rod, Seven Parts	Relic	25,000	2100-091
Rod, Singing	1,000	5,000	DRAG037-47
Rod, Smiting	4,000	15,000	2100-153
Rod, Splendor	2,500	25,000	2100-153
Rod, Tentacles, Greater, Amber	5,000	20,000	FOR2-72
Rod, Tentacles, Greater, Black	5,000	20,000	FOR2-72
Rod, Tentacles, Greater, Jade	5,000	20,000	FOR2-72
Rod, Tentacles, Greater, Violet	5,000	20,000	FOR2-72
Rod, Tentacles, Lesser, Purple	3,000	15,000	FOR2-71
Rod, Tentacles, Lesser, Russet	3,000	15,000	FOR2-71
Rod, Tentacles, Lesser, Yellow	3,000	15,000	FOR2-72
Rod, Tentacles, Master	7,500	25,000	FOR2-72
Rod, Terror	3,000	15,000	2100-153
Rod, Transportation, Whispering	5,000	15,000	FR04-54
Rod, Victory	6,000	20,000	1013-52
Rod, Weaponry	3,500	25,000	1013-52
Rod, Welkwood	5,000	25,000	2023-074
Rod, Wyrm, Black +5	5,000	25,000	1013-52
Rod, Wyrm, Blue +5	5,000	25,000	1013-52
Rod, Wyrm, Gold +5	5,000	25,000	1013-52

Root



Roots are known for their nutritional benefits, but their magical and medicinal properties are those most often appreciated sages and wizards alike. Dried magical and medicinal roots can be kept with little difficulty for long periods of time without jeopardizing their potency. Such roots will last indefinitely if kept cool and dry.

Name	EP	Cost	Book/Page
Root, Tanglevine	400	4,000	I13-91

Rope



Rope is one of the most important items of equipment available to adventurers. Lengths of rope are used to climb surfaces, pull heavy loads, rappel down sheer cliffs, traverse deep ravines, and for many other tasks. There are two basic types of rope. Hemp rope is made of a tough, bulky, fibrous plant. Silk rope is made of long, fine threads of caterpillar silk.

Name	EP	Cost	Book/Page
Rope, Climbing	1,000	10,000	2100-178
Rope, Constriction	—	1,000	2100-178
Rope, Entanglement	1,500	12,000	2100-179
Rope, Infinite	2,000	18,000	SJA1-60

Name	EP	Cost	Book/Page

Rub

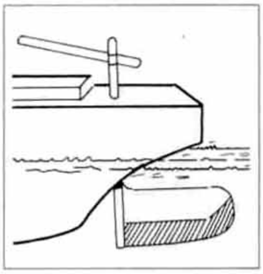
Rubs are magical ointments that are kneaded and massaged into the skin to activate their magical benefits. If they are ingested or used in any other way, they do not function. See the Ointment (page 101), Salve (page 122), and Oil (page 99) entries for more information and magical options.



Name	EP	Cost	Book/Page
Rub, Animate Skeleton	800	4,000	DRAG0 76-17

Rudder

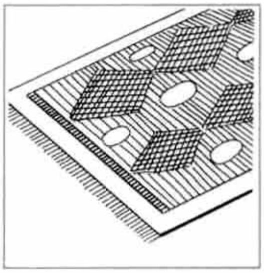
Rudders are simple wooden paddles that are permanently attached to the rear of a ship or spelljammer. The rudder can be moved from side to side to steer a vessel in a desired direction. Many magical varieties exist. Some enchanted rudders can function in both the water and in wildspace or the phlogiston, but the Dungeon Master has final say on the matter.



Name	EP	Cost	Book/Page
Rudder, Guidance	200	2,000	AC04-060
Rudder, Maneuverability, B	8,000	40,000	1072a-85
Rudder, Maneuverability, C	6,000	30,000	1072a-85
Rudder, Maneuverability, D	4,000	20,000	1072a-85
Rudder, Maneuverability, E	2,000	10,000	1072a-85
Rudder, Maneuverability, G	—	1,000	1072a-85
Rudder, Propulsion	300	3,000	SJR2-69
Rudder, Speed −1	1,000	5,000	1072a-85
Rudder, Speed +1	2,000	10,000	1072a-85
Rudder, Speed +2	4,000	20,000	1072a-85
Rudder, Speed +3	8,000	40,000	1072a-85

Rug

Rugs are floor coverings designed to make bare floors more comfortable to walk on. They are similar to carpets but usually are thicker and smaller. Rugs can be hung on the wall to cover open windows or holes. (Such rugs are more properly called tapestries, see page 140) Enchanted rugs exist, but are quite rare. See the Carpet entry (page 40) for more magical varieties.)



Name	EP	Cost	Book/Page
Rug, Mothering	300	3,000	DRAG156-28
Rug, Self-Cleaning	200	2,000	DRAG073-39
Rug, Smothering	—	1,500	2100-179
Rug, Welcome	6,500	45,000	2100-179

Sabre

"Saber" is an alternative spelling for this term. A sabre is a long, curved, single-edged blade used mostly by horsemen. It is a popular weapon for light cavalry. Most sabres are fitted with large hilts that protect the wielder's hand when parrying or punching. The Persian style of the sabre is known as the shamshir, sometimes called a scimitar (see page 123).



Name	EP	Cost	Book/Page
Sabre −1	—	1,000	*new item*
Sabre +1	750	3,750	*new item*
Sabre +2	1,400	7,000	*new item*
Sabre +3	2,500	12,500	*new item*
Sabre +4	3,600	18,000	*new item*
Sabre +5	5,000	25,000	*new item*
Sabre, Sharpness +1	7,000	35,000	*new item*

Sack

Heward's handy haversack appears to be an ordinary backpack that is well made but well-used. It is made of finely tanned leather and its straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a *bag of holding* and will actually contain 20 pounds or two cubic feet of material.



Name	EP	Cost	Book/Page
Sack, Heward's Handy Haver-	3,000	30,000	2100-171

Saddle

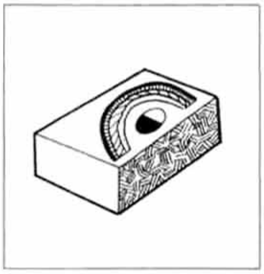
A saddle is an item used to help secure a rider or cargo onto a mount or pack animal. The saddle has evolved through many changes in design. The basic saddle includes the frame (called the tree), the front end (called the pommel), and the back and (called the cantle). Elven saddles are made of wood and pliable, fibrous plants. Halfling saddles are soft and well cushioned. Gnomish saddles are painted and decorated with thin layers of silver, gold, or semi-



precious gems. Orcs and goblins use saddles that are quite small, with fairly distinct pommels and nearly invisible cantles. Saddle use is assumed in the Land-based Riding proficiency unless the character is specifically from a culture proficient in riding bareback. Other characters who try to ride without a saddle is subject to special riding checks at the DM's discretion.

Name	EP	Cost	Book/Page
Saddle, Comforts, Torloch's	4,000	20,000	DLA1-057
Saddle, Flying	4,000	20,000	2121-143
Saddle, Riding	400	4,000	DRAG073-39
Saddle, Spirit-Horse	1,200	12,000	PHBR1-116
Saddle, Stability	100	5,000	DRAG073-39

Safe



This magical strongbox is designed to be particularly difficult to break into. The safe appears to be a decorative block of wood the size of a small jewelry box. There are no apparent hinges or lid. There is a rainbow inlaid on the cube's top. Below the rainbow there is an inlaid metal disk, half black and half white. The owner can open the box by spinning the disk and speaking a command word.

Name	EP	Cost	Book/Page
Safe, Extra-Dimensional	4,450	44,500	AC11-043

Sail



Sails are large triangular or rectangular pieces of sturdy cloth that are strung onto the masts of a ship or spelljammer. As the wind blows, the sail billows, fills with air, and forces the vessel in the direction of the wind. By manipulating the sail relative to the wind, and by working the vessel's rudder or steering oar, the navigators on board the craft can make the ship travel in nearly any direction.

Name	EP	Cost	Book/Page
Sail, Black, Schnai	1,000	5,000	2023-077
Sail, Maneuverability +1	1,000	10,000	SJR2-71
Sail, Maneuverability +2	2,000	20,000	SJR2-71
Sail, Maneuverability +3	4,000	40,000	SJR2-71
Sail, Maneuverability −1	—	5,000	SJR2-71
Sail, Wind	600	6,000	*new item*

Salt



Salt, a compound of sodium and chlorine on some worlds, and a quasi-elemental element on others, is a necessary ingredient in good health. As the body sweats from exertion or from exposure to heat, the body loses essential salt that needs to be replenished.

Name	EP	Cost	Book/Page
Salt, Earth, of the	100	1,000	POLY023-12

Salve



Salves are thick fluids that must be rubbed or dripped into the skin, ears, or eyes to activate their magical properties. If a salve is imbibed, the magic is wasted. See the Ointment (page 101), Rub (page 121), and Oil (page 99) entries for more details and magical options.

Name	EP	Cost	Book/Page
Salve, Far Seeing, Ash	1,000	5,000	2121-144
Salve, Far Seeing, Dust	1,000	5,000	2121-144
Salve, Far Seeing, Earth	1,000	5,000	2121-144
Salve, Far Seeing, Ice	1,000	5,000	2121-144
Salve, Far Seeing, Magma	1,000	5,000	2121-144
Salve, Far Seeing, Minerals	1,000	5,000	2121-144
Salve, Far Seeing, Negative	1,000	5,000	2121-144
Salve, Far Seeing, Ooze	1,000	5,000	2121-144
Salve, Far Seeing, Positive	1,000	5,000	2121-144
Salve, Far Seeing, Radiance	1,000	5,000	2121-144
Salve, Far Seeing, Salt	1,000	5,000	2121-144
Salve, Far Seeing, Smoke	1,000	5,000	2121-144
Salve, Far Seeing, Steam	1,000	5,000	2121-144
Salve, Far Seeing, Water	1,000	5,000	2121-144
Salve, Healing	200	400	1021-44

Sandal



Sandals are a primitive form of footwear that are popular even in the more "sophisticated" societies. They consist of a simple sole that is held in place by a series of loops around the toes, ankle, or top of the foot. If a sandal has no ankle strap, the loose sole tends to slap against the heel or toes when the wearer walks, making it difficult to walk quietly without practice.

Name	EP	Cost	Book/Page
Sandal, Speed	500	20,000	1066a-91

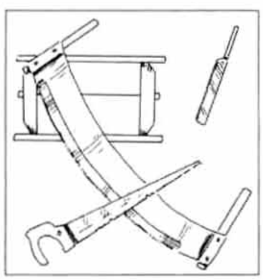
Satchel



A satchel is a large sack fitted with a shoulder strap. They usually are made from leather sheets with the straps attached to their hems. Most satchels are open topped and do not keep their contents completely safe from the weather. For additional magical options, see the Bag entry on page 26.

Name	EP	Cost	Book/Page
Satchel, Seed	250	2,500	DRAG005-08

Saw



This common tool is a metal blade with one or two jagged edges. By energetically moving the jagged edges across a tree or log, the user can slice through the material. Each saw has at least one wooden handle. Very long saws (four feet to nine or more feet long) have two handles, one on each side. This allows two persons to work together when cutting an extremely large tree trunk.

Name	EP	Cost	Book/Page
Saw, Cutting	700	7,000	AC04-060
Saw, Mighty Cutting	2,000	12,500	2100-179
Saw, Snoring	200	2,000	AC04-060

Scabbard

A scabbard is a sheath for a bladed weapon. There are as many types of scabbards as there are bladed weapons (see the Sheath entry, page 127, for additional magical possibilities). A smaller weapon can be placed loosely into a larger scabbard, but a larger weapon cannot be held within a smaller scabbard.



Name	EP	Cost	Book/Page
Scabbard, Poison, Dagger	500	5,000	PHBR2-108
Scabbard, Poison, Long Sword	500	5,000	PHBR2-108
Scabbard, Poison, Short Sword	500	5,000	PHBR2-108

Scarab

The scarab is a beetle-shaped symbol that can serve as a seal, amulet, holy symbol, or the like. Most scarabs are carved and engraved gemstones of large size and high quality. Generally, only the nobility or the very rich wear them. In some cultures (at the Dungeon Master's option), penalties exist for wearing such an item without the correct status.



Name	EP	Cost	Book/Page
Scarab, Protection	1,000	5,000	DRAG156-27
Scarab, Death	—	2,500	2100-179
Scarab, Defense	2,000	10,000	POLY051-22
Scarab, Enraging Enemies	1,000	8,000	2100-179
Scarab, Equus	1,200	12,000	DUNG022-34
Scarab, Versus Gargoyles	1,250	12,500	*new item*
Scarab, Golem, Versus Any	1,250	12,500	2017-102
Scarab, Golem, Versus Ash	1,250	12,500	*new item*
Scarab, Golem, Versus Bone	1,250	12,500	*new item*
Scarab, Golem, Versus Chitin	1,250	12,500	*new item*
Scarab, Golem, Versus Clay	500	3,500	2017-102
Scarab, Golem, Versus Doll	1,250	12,500	*new item*
Scarab, Golem, Versus Flesh	400	3,200	2017-102
Scarab, Golem, Versus Furnace	1,000	8,000	*new item*
Scarab, Golem, Versus Flesh/ Clay/Wood	900	6,000	2100-179
Scarab, Golem, Versus Glass	1,250	12,500	*new item*
Scarab, Golem, Versus Iron	800	5,000	2017-102
Scarab, Golem, Versus Lightning	1,250	12,500	*new item*
Scarab, Golem, Versus Mechanical	1,250	12,500	*new item*
Scarab, Golem, Versus Obsidian	1,250	12,500	*new item*
Scarab, Golem, Versus Radiant	1,000	8,000	*new item*
Scarab, Golem, Versus Rock	1,250	12,500	*new item*
Scarab, Golem, Versus Sand	1,250	12,500	*new item*
Scarab, Golem, Versus Stone	600	4,000	2017-102
Scarab, Golem, Versus Wood	1,250	12,500	*new item*
Scarab, Golem, Versus Zombie	1,250	12,500	*new item*
Scarab, Insanity	1,500	11000	2100-179
Scarab, Insect	1,000	5,000	DRAG073-36
Scarab, Life	3,000	30,000	FR10-84
Scarab, Protection +1	1,000	5,000	2100-179
Scarab, Protection +2	2,000	10,000	2100-179
Scarab, Protection +3	3,000	15,000	2100-179
Scarab, Protection +4	4,000	20,000	2100-179
Scarab, Protection +5	5,000	25,000	2100-179
Scarab, Uncertainty	1,000	5,000	2121-144
Scarab, Venom	2,000	10,000	FR10-84

Scarf

A scarf is a knitted or cloth garment that is worn around the neck or over the head. Most scarves are designed to be wrapped into several layers to keep out chills. Lightweight scarves provide colorful decoration and can help keep the wearer's hair from getting tangled or windblown.



Name	EP	Cost	Book/Page
Scarf, Dry Steppes	2,000	12,500	2023-083
Scarf, Sinbad's Rainbow	Relic	P	1021-61

Scepter

A scepter is a rod or wand made of metal or rare wood; most scepters are engraved and gem-studded. A scepter is usually an emblem of imperial puissance and authority, making its use or possession highly illegal in many societies. (The Dungeon Master has final say regarding scepter use in these countries.)



Name	EP	Cost	Book/Page
Scepter, Blast	4,000	45,000	1060-113
Scepter, Defending, Jade	2,000	8,000	2108-074
Scepter, Defense +4	1,000	4,000	DRAG086-26
Scepter, Dread, Munthassem Khan's	Relic	P	2006-50
Scepter, Entrapment	3,000	45,000	1060-118
Scepter, Forgotten City	1,000	5,500	2023-083
Scepter, Light	2,000	10,000	AC04-060
Scepter, Might, Evil	Relic	150,000	2011-161
Scepter, Might, Good	Relic	150,000	2011-161
Scepter, Might, Neutrality	Relic	150,000	2011-161
Scepter, Power	6,000	20,000	AC04-060
Scepter, Shih Stone +5	5,000	50,000	FRA3-04
Scepter, Time Journeying	7,000	70,000	2021-097
Scepter, Underworld	Relic	150,000	DUNG012-21

Scimitar

A scimitar is a curved sword. It is very common among desert nomads. The curved blade allows the wielder to make a more effective cut when striking downward from a galloping mount. The curve also allows a mounted warrior to ready his weapon for another swing more quickly after he has made a hit.



Name	EP	Cost	Book/Page
Scimitar +1	500	5,000	2011-125
Scimitar +2	750	6,000	2011-125

Name	EP	Cost	Book/Page
Scimitar +3	1,000	8,000	2011-125
Scimitar +4	1,750	9,000	2011-125
Scimitar +5	3,000	10,000	2011-125
Scimitar, Breathing	600	3,000	1013-58
Scimitar, Charming	800	4,000	1013-58
Scimitar, Deceiving	200	1,000	1013-58
Scimitar, Defending	800	4,000	1013-58
Scimitar, Deflecting	800	4,000	1013-58
Scimitar, Draining	1,000	500	1013-58
Scimitar, Extinguishing	800	4,000	1013-58
Scimitar, Finding	2,000	10,000	1013-58
Scimitar, Flaming	1,200	6,000	1013-58
Scimitar, Flying	1,000	5,000	1013-58
Scimitar, Flying of Tusmit +3	8,000	40,000	2023-087
Scimitar, Greenswathe +3	4,000	20,000	WGS1-62
Scimitar, Healing	3,000	15,000	1013-58
Scimitar, Hiding	1,200	6,000	1013-58
Scimitar, Holding	1,000	5,000	1013-58
Scimitar, Hornblade +1	1,000	3,000	*new item*
Scimitar, Hornblade +2	2,000	6,000	2100-184
Scimitar, Hornblade +3	3,000	9,000	2100-184
Scimitar, Lightning	4,000	30,000	1013-58
Scimitar, Shazzellim +1	1,000	5,000	FR04-58
Scimitar, Silencing	800	3,800	1013-58
Scimitar, Slicing	900	4,500	1013-58
Scimitar, Slowing	800	4,000	1013-58
Scimitar, Souls +3	Relic	P	FA1-49
Scimitar, Speed	500	2,500	DRAG179-68
Scimitar, Speed +1	2,500	9,000	2100-184
Scimitar, Speed +2	3,000	12,000	2100-184
Scimitar, Speed +3	3,500	15,000	2100-184
Scimitar, Speed +4	4,000	18,000	2100-184
Scimitar, Speed +5	4,500	21000	2100-184
Scimitar, Spellblade (1st level) +2	1,100	8,000	1060-119
Scimitar, Spellblade (2nd level) +2	1,200	10,000	1060-119
Scimitar, Spellblade (3rd level) +2	1,300	12,000	1060-119
Scimitar, Spellblade (4th level) +2	1,400	14,000	1060-119
Scimitar, Spellblade (5th level) +2	1,500	16,000	1060-119
Scimitar, Spellblade (6th level) +2	1,600	18,000	1060-119
Scimitar, Spellblade (7th level) +2	1700	20,000	1060-119
Scimitar, Translating	1,000	1,500	1013-58
Scimitar, Watching	1,000	2,500	1013-58
Scimitar, Wishing	2,000	10,000	1013-58

Scope



A scope resembles a foot-long brass tube with a clear lens at each end. By peering through the eyepiece, the user can a distant object as though it were much closer than it really is. See the Telescope entry (page 141) for more information and magical possibilities.

Name	EP	Cost	Book/Page
Scope, Celestial Seeing	1,500	15,000	SJQ1-87
Scope, Seeing	1,000	10,000	PHBR4-109

Scroll



Scrolls are usually found in cylindrical tubes of ivory, jade, leather, metal, or wood. Each scroll is written in its own magical cipher. To understand what type of scroll has been found, the ability to *read magic* must be available. Once a scroll is read to determine its contents, a *read magic* spell is not needed to read it a second time or to invoke its magic.

Name	EP	Cost	Book/Page
Scroll, 1 Spell, Level 1-4	400	2,000	2100-135
Scroll, 1 Spell, Level 1-6	600	3,000	2100-135
Scroll, 1 Spell, Level 2-7 Priest	700	3,500	2100-135
Scroll, 1 Spell, Level 2-9	900	4,500	2100-135
Scroll, 2 Spells, Level 1-4	800	4,000	2100-135
Scroll, 2 Spells, Level 2-7 Priest	1,400	7,000	2100-135
Scroll, 2 Spells, Level 2-9	1,800	9,000	2100-135
Scroll, 3 Spells, Level 1-4	1,200	6,000	2100-135
Scroll, 3 Spells, Level 2-7 Priest	2,100	10,500	2100-135
Scroll, 3 Spells, Level 2-9	2,700	13,500	2100-135
Scroll, 4 Spells, Level 1-6	2,400	12,000	2100-135
Scroll, 4 Spells, Level 1-6(Priest	2,400	12,000	2100-135
Scroll, 4 Spells, Level 1-8	3,200	16,000	2100-135
Scroll, 5 Spells, Level 1-6	3,000	15,000	2100-135
Scroll, 5 Spells, Level 1-6 Priest	3,000	15,000	2100-135
Scroll, 5 Spells, Level 1-8	4,000	20,000	2100-135
Scroll, 6 Spells, Level 1-6	3,600	18,000	2100-135
Scroll, 6 Spells, Level 3-6 Priest	3,600	18,000	2100-135
Scroll, 6 Spells, Level 3-8	4,800	24,000	2100-135
Scroll, 7 Spells, Level 1-8	5,600	28,000	2100-135
Scroll, 7 Spells, Level 2-7 Priest	4,900	24,500	2100-135
Scroll, 7 Spells, Level 2-9	6,300	31,500	2100-135
Scroll, 7 Spells, Level 4-7 Priest	4,900	24,500	2100-135
Scroll, 7 Spells, Level 4-9	6,500	32500	2100-135
Scroll, Animal Growth	1,200	6,000	I13-91
Scroll, Communication	3,000	15,000	1013-50
Scroll, Creation	4,000	20,000	1013-50
Scroll, Cursed	—	200	2100-146
Scroll, Delay	1,000	5,000	1013-50
Scroll, Domination	1,500	4,500	DRAG091-55
Scroll, Equipment	1,000	5,000	1013-50
Scroll, Erasing	1,600	9,000	DRAG030-36
Scroll, Grant	—	*	DRAG179-69
Scroll, Ha Rahni	2,000	7,000	1032-063
Scroll, Hair Loss	100	2,000	LC4-31
Scroll, Illumination	1,200	6,000	1013-50
Scroll, Mages	2,000	10,000	1013-50
Scroll, Map	—	800	2100-146
Scroll, Mapping	1,200	3,600	POLY058-10
Scroll, Nether	2,500	7,500	FR05-60
Scroll, Portals	3,000	9,000	1013-50
Scroll, Protection, Acid	2,500	7,500	2100-146
Scroll, Protection, Air	2,000	6,000	DRAG179-69
Scroll, Protection, Breath Weapon, Dragon	2,000	6,000	2017-091
Scroll, Protection, Breath Weapon, Non-dragon	2,000	6,000	2017-091
Scroll, Protection, Cold	2,000	6,000	2100-146
Scroll, Protection, Divination	2,000	6,000	DRAG179-70
Scroll, Protection, Earth			DRAG179-70
Scroll, Protection, Earth and Stone	2,000	10,000	FOR2-70

Name	EP	Cost	Book/Page
Scroll, Protection, Electricity	1,500	4,500	2100-146
Scroll, Protection, Elemental, Air	1,500	4,500	2100-146
Scroll, Protection, Elemental, All	1,500	4,500	2100-146
Scroll, Protection, Elemental, Earth	1,500	4,500	2100-146
Scroll, Protection, Elemental, Fire	1,500	4,500	2100-146
Scroll, Protection, Elemental, Water	1,500	4,500	2100-146
Scroll, Protection, Fire	2,000	6,000	2100-146
Scroll, Protection, Gas	2,000	6,000	2100-146
Scroll, Protection, Genies, All	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Any Tasked Genie	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Dao	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Djinni	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Efreeti	1,500	4,500	DRAG179-70
Scroll, Protection, Genies, Marid	1,500	4,500	DRAG179-70
Scroll, Protection, Heat	2,000	6,000	DRAG179-70
Scroll, Protection, Illusion	1,500	4,500	2017-091
Scroll, Protection, Lycanthropes			DRAG179-70
Scroll, Protection, Lycanthrope, All	2,000	6,000	2100-146
Scroll, Protection, Lycanthrope, Shape-Changers	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Werebear	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Wereboar	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Wererat	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Weretiger	1,000	3,000	2100-146
Scroll, Protection, Lycanthrope, Werewolf	1,000	3,000	2100-146
Scroll, Protection, Magic	1,500	4,500	2100-146
Scroll, Protection, Paralyzation	1,500	4,500	2017-091
Scroll, Protection, Petrification	2,000	6,000	2100-146
Scroll, Protection, Plants	1,000	3,000	2100-146
Scroll, Protection, Poison	1,000	3,000	2100-146
Scroll, Protection, Spirits	2,000	6,000	2018-135
Scroll, Protection, Traps, Any	3,000	9,000	2017-092
Scroll, Protection, Traps, Magical	2,000	6,000	2017-092
Scroll, Protection, Traps, Mechanical	2,000	6,000	2017-092
Scroll, Protection, Undead	1,500	4,500	2100-147
Scroll, Protection, Water	1,500	4,500	2100-147
Scroll, Protection, Weapon, Magical Blunt	1,000	3,000	2017-092
Scroll, Protection, Weapon, Magical Edged	1,000	3,000	2017-092
Scroll, Protection, Weapon, Magical Missile	1,000	3,000	2017-092
Scroll, Protection, Weapon, Non-magical Blunt	1,000	3,000	2017-092
Scroll, Protection, Weapon, Non-magical Edged	1,000	3,000	2017-092
Scroll, Protection, Weapon, Non-magical Missile	1,000	3,000	2017-092
Scroll, Questioning	2,000	6,000	1013-50
Scroll, Repetition	1,000	3,000	1013-50
Scroll, Return	2,000	6,000	1053-055
Scroll, Secrecy	1,200	6,000	DRAG073-39
Scroll, Seeing	1,000	5,000	1013-50
Scroll, Shelter	1,500	4,500	1013-50
Scroll, Spellcatching, 1st-2nd level spells	2,000	10,000	1013-51
Scroll, Spellcatching, 1st-4th level spells	4,000	20,000	1013-51
Scroll, Spellcatching, 1st-6th level spells	6,000	30,000	1013-51
Scroll, Spellcatching, 1st-8th level spells	8,000	40,000	1013-51
Scroll, Stellar Path	2,500	7,500	2021-091
Scroll, Suggestion	–	1,000	DRAG091-55
Scroll, Tattoo	3,000	30,000	POLY058-09
Scroll, Timon	2,000	10,000	CN2-029
Scroll, Transmutation	100	1,000	DRAG168-20
Scroll, Trapping	300	3,000	1013-51
Scroll, Treasure Map	400	4,000	1011-44
Scroll, Truth	600	6,000	1013-51

* Sale value varies according to the nature of the grant.

Sculpture

A sculpture is a three-dimensional work of art made by carving, etching, modeling, shaping, welding, or whittling a solid material. Most sculptures are made in the likeness of an individual or important object. There few limitations on the medium that can be used for sculpture; sculptors have used everything from ice to granite, and from wood to crystal.



Name	EP	Cost	Book/Page
Sculpture, Arcadia	2,000	6,000	2121-147

Scythe

A scythe consists of a long wooden handle topped with a curved blade. It is often used to cut hay or grain. Some scythes have blades that can be locked into two positions: perpendicular to the handle (the normal position), and parallel to the handle. Changing the handle requires one full round. Using a scythe takes two hands.



Name	EP	Cost	Book/Page
Scythe, Withering +2	900	9,000	DRAG076-16

Seal

A seal is a ceramic or metal stamp, usually a cylinder, that bears a raised or engraved emblem. They are used to impress an emblem into a soft medium such as wax or lead. In many cultures, no order or document is considered genuine unless it bears the writer's personal seal. Severe penalties await those who forge or misuse seals.



Name	EP	Cost	Book/Page
Seal, Deception	600	6,000	2018-135
Seal, Vigor	1,000	10,000	2018-135

Seat



These stone chairs of antique design and make are found only in ancient places. The back rises far above the shoulders of those who sit in them. Seats often are made of marble, granite, or other monumental stone and usually are chiseled and molded to perfectly fit the individual they were designed to seat.

Name	EP	Cost	Book/Page
Seat, Bane	6,000	160,000	FA1-50

Seed



Seeds are the ever-important precursors to plants, harvests, and plenty. If they are stored somewhere dry, dark, and clean, seeds can be kept for nearly indefinite periods of time. Archaeologists who have excavated the ruins of ancient cultures that have died millennia ago have found stored seeds that still were potent.

Name	EP	Cost	Book/Page
Seed, Chain Daisy	70	700	DRAG030-36
Seed, Dragon Lily	60	600	DRAG030-36
Seed, Goldbug	100	1,000	DRAG030-36
Seed, Growth	200	2,000	AC04-060
Seed, Hill	150	1,500	DRAG005-09
Seed, Mountain	200	2,000	DRAG005-07
Seed, Sun	1,500	15,000	SJA3-59
Seed, Sweet Onion	300	3,000	DRAG030-36
Seed, Wealth	1,000	10,000	PHBR4-109

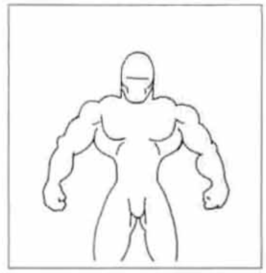
Serpent



The term "serpent" is an alternative name for snake or viper. Statues or carvings of giant serpents can be found in many dungeons and temples. Some of these are enchanted and will animate and attack if the area or object they guard is disturbed.

Name	EP	Cost	Book/Page
Serpent, Carved, Giant	3,000	30,000	2006-49

Servant



The magical variety of the servant is an all-obedient automation that accommodates nearly any need the user has (and that the item can objectively carry out). These items have no minds and no will of their own. Generally, they carry out their orders to the letter, even if the owner gives them incorrect instructions.

Name	EP	Cost	Book/Page
Servant, Leuk-O's Mighty	Relic	185,000	2011-159
Servant, Serpent	2,000	20,000	CB2-029

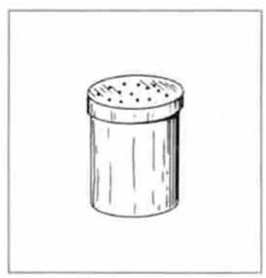
Shade



A shade is a strip of heavy cloth that is.hung over a window or doorway to block out light. Unlike a curtain, a shade usually is kept rolled up, out of the way and out of sight, when not in use.

Name	EP	Cost	Book/Page
Shade, Shadow, of the	700	7,000	POLY043-22

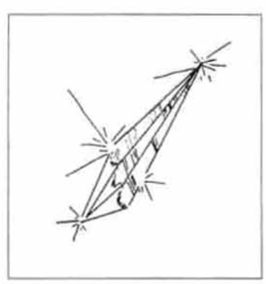
Shaker



A shaker is a hollow object that can be filled with a granular substance. The shaker is corked at the bottom and holes at the top allow the granulated substance (such as salt or ground black pepper) to pass out in a controlled manner, allowing the user to sprinkle the substance evenly across food, water, etc.

Name	EP	Cost	Book/Page
Shaker, Salt, Eternal	300	3,000	DRAG03 0-36

Shard



According to very old legends, the original home of mankind was a vast mountain so huge that the sun rose from one of its peaks and set on the opposite. The entire base of this mountain is the fabled emerald Sakkrad; its refection gives the azure hue to the sky. One small piece of this emerald, the *shard of Sakkrad* was stolen by a djinni.

Name	EP	Cost	Book/Page
Shard, Sakkrad	Relic	P	1021b-61

Sheath

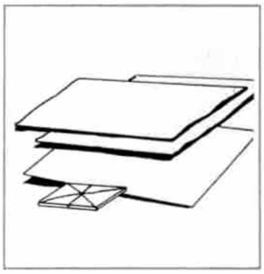
A sheath is a tight-fitting cover used to protect an item from rust, dents, and scratches. Sheaths also allow people to carry sharp blades without getting accidentally cut. Generally, sheaths are created from leather, tied closed with leather straps or cord, and secured to the belt. See the Scabbard entry (page 123) for more magical options.



Name	EP	Cost	Book/Page
Sheath, Holding, Bastard Sword	1,000	5,000	PHBR1-115
Sheath, Holding, Cutlass	1,000	5,000	PHBR1-115
Sheath, Holding, Dagger	500	2,500	PHBR1-115
Sheath, Holding, Dirk	500	2,500	PHBR1-115
Sheath, Holding, Drusas	500	2,500	PHBR1-115
Sheath, Holding, Gladius	1,000	5,000	PHBR1-115
Sheath, Holding, Katana	500	2,500	PHBR1-115
Sheath, Holding, Khopesh	1,000	5,000	PHBR1-115
Sheath, Holding, Knife	500	2,500	PHBR1-115
Sheath, Holding, Long Sword	1,000	5,000	PHBR1-115
Sheath, Holding, Main-gauche	1,000	5,000	PHBR1-115
Sheath, Holding, Rapier	1,000	5,000	PHBR1-115
Sheath, Holding, Sabre	1,000	5,000	PHBR1-115
Sheath, Holding, Scimitar	1,000	5,000	PHBR1-115
Sheath, Holding, Short Sword	500	2,500	PHBR1-115
Sheath, Holding, Stiletto	500	2,500	PHBR1-115
Sheath, Holding, Two-Handed Sword	1,000	5,000	PHBR1-115
Sheath, Holding, Wakizashi	1,000	5,000	PHBR1-115
Sheath, Vampire	2,000	10,000	HW A3-63

Sheet

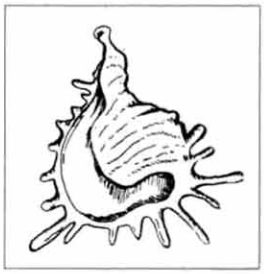
A sheet is a thin, flat piece of material. Paper, parchment, leather, silk, metal, linen, and other types of cloth, are just a few. materials that come in sheets. Generally, non-metallic sheets are easily manipulated, folded, crumpled, or torn. Extra care should be exercised at all times when using a magical sheet.



Name	EP	Cost	Book/Page
Sheet, Smallness	1,500	15,000	2100-179

Shell

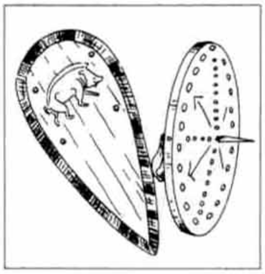
Shells are natural products that come from turtles, mollusks, and many other kinds aquatic and ocean life. Shells come in many shapes and sizes. An intact shell can be used as a container, household implement, decoration, or musical instrument. Shell fragments can be made into jewelry, buttons, and, in some cultures, money.



Name	EP	Cost	Book/Page
Shell, Conch	300	3,000	LNA2-87

Shield

A shield is a protective item made of wood, hide, or leather and carried on the forearm. They come in a variety of shapes and sizes. The most familar is the "heater"—a flat top with a curving. pointed bottom. Some very small shields are made from metal; many wooden shields have metal rims.



Name	EP	Cost	Book/Page
Shield +1	250	2,500	1011-42
Shield +2	500	5,000	1011-42
Shield +3	800	8,000	2011-124
Shield +4	1,200	12,000	2011-124
Shield +5	1,750	17,500	2011-124
Shield, Aegis +5	Relic	P	2108-106
Shield, Berserking, Thillonrian +2	1,200	12,000	2023-087
Shield, Buckler +1	150	1,500	2017-088
Shield, Buckler +2	350	3,500	2017-088
Shield, Buckler +3	650	6,500	2017-088
Shield, Buckler, Shoon's +2	400	4,000	FR04-32
Shield, Caloric	500	5,000	POLY047-27
Shield, Discus	1,000	10,000	DRAG037-47
Shield, Dzance's Guardian +0	1,000	10,000	FR04-30
Shield, Energy Drain +1	2,000	20,000	*new item*
Shield, Energy Drain +2	3,000	30,000	X10-41
Shield, Goblin of the Pomarj +2	1,250	7,500	2023-087
Shield, Greyhawk +3	1,050	10,500	2023-087
Shield, Grimjaw +0	1,000	10,000	DRAG089-18
Shield, Grimtooth	800	3,000	FR04-30
Shield, Hawkstone's Bulwark +2	1,500	9,000	FR04-30
Shield, Hephaestus +3	3,000	30,000	2006-17
Shield, Holy +1	750	6,000	*new item*
Shield, Holy +2	1,000	8,000	POLY058-09
Shield, Holy, of the	700	7,000	DRAG179-68
Shield, Huma +3/+5	1,500	15,000	2021-093
Shield, Impenetrable, Kiahn	4,000	40,000	DRAG040-28
Shield, Kirith-Kanoi +3	1,200	12,000	POLY043-21
Shield, Laeral's Spell +1	500	5,000	FR04-31
Shield, Lorin, of +2/+3	550	5,500	DLE3-063
Shield, Medicine	1,000	5,000	DUN G032-63
Shield, Medusae	3,000	18,000	PHB R1-116
Shield, Missile Attractor −1	—	750	2100-182
Shield, Missile Attractor −2	—	1,500	*new item*
Shield, Missile Attractor −3	—	2250	*new item*
Shield, Missile Protector +1/+4	400	4,000	2100-182
Shield, Proof against Acid	500	2,500	*new item*
Shield, Proof against Cold	500	2,500	DRAG179-68
Shield, Proof against Electricity	500	2,500	DRAG179-68
Shield, Proof against Fire	500	2,500	DRAG179-68
Shield, Proof against Heat	500	2,500	*new item*
Shield, Protection, Dragon	1,100	11,000	DRAG099-52
Shield, Reptar's Wall	1,000	6,000	DRAG089-14
Shield, Reptar's Wall +1	2,000	12,000	FR04-31
Shield, Thurbrand's Protector +1	5,000	25,000	FR04-33
Shield, Tortoise			DRAG179-68
Shield, White +4	1,200	12,000	IMAG029-36

Name	EP	Cost	Book/Page

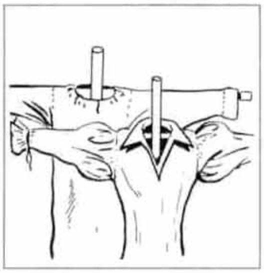
Ship



"Ship" is a generic term for large craft made to carry cargo and passengers across great expanses of water or into wildspace. Generally a vessel is called a ship if it is at least 30 feet long, has a hull completely enclosed by a deck, and is built strongly enough to withstand a journey on the open sea. See the Barge, Boat, Canoe, Galley, and Xebec entries for other magical examples.

Ship, Pearl	70,000	700,000	GAZ09-43

Shirt



A shirt is a general-purpose garment that covers the top half of the body. It usually has sleeves. A shirt can be made of almost any king of light-or medium-weight cloth. Wool, linen, cotton are most common. Generally, the more comfortable the shirt's material, the higher the shirt's price.

Shirt, Invulnerability, Silken, AC 4	6,000	30,000	HR1-66
Shirt, Invulnerability, Silken, Drowning	1,500	10,500	HR 1-66
Shirt, Invulnerability, Silken, Fire and Cold	2,000	14,000	HR1-66
Shirt, Invulnerability, Silken, Missile Weapons	1,800	13,000	HR1-66
Shirt, Invulnerability, Silken, Poison Immunity	1,500	12,500	HR 1-66
Shirt, Protection +1	1,000	10,000	HR1-66
Shirt, Protection +2	2,000	20,000	HR1-66
Shirt, Protection +3	3,000	30,000	HR1-66
Shirt, Protection +4	4,000	40,000	HR1-66
Shirt, Protection +5	5,000	50,000	HR1-66
Shirt, War AC 1	5,000	50,000	DUNG032-63
Shirt, War AC 2	4,000	40,000	DUNG032-63
Shirt, War AC 3	3,500	35,000	DUNG032-63
Shirt, War AC 4	3,000	30,000	DUNG032-63
Shirt, War AC 5	2,500	25,000	DUNG032-63
Shirt, War AC 6	2,000	20,000	DUNG032-63

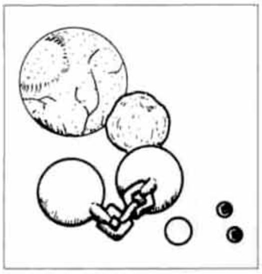
Shoe



A shoe is a sturdy article that completely encloses the foot, top and bottom. Any footwear that reaches above the ankle, however, is more properly called a boot. A good shoe has a sturdy sole, and stiff uppers that protect and support the foot in all but the roughest terrain. See the Boot, Slipper, and Sandal entries for more information and magical options.

Name	EP	Cost	Book/Page
Shoe, Fharlanghn	2,000	20,000	2017-103
Shoe, Leaping & Tumbling	2,500	20,000	POLY036-27
Shoe, White Bronze	1,000	5,000	PC1-60
Shoe, Woodland	750	2,500	POLY047-27

Shot



The term "mage shot" is the common name for unusual enchanted accelerator, bombard, catapult, or jettison ammunition used aboard spelljammers. There are several different varieties that produce different effects when they hit. Mage shot that misses its target dissipates harmlessly into space.

Shot, Mage, Dust	100	1,000	1072a-83
Shot, Mage, Ring	100	1,000	1072a-83
Shot, Mage, Shatter	80	750	DRAG159-17
Shot, Mage, Shrapnel	150	1,400	SJR2-72
Shot, Mage, Skunk	50	450	DRAG159-17
Shot, Mage, Snow	90	900	1072a-84
Shot, Mage, Termite	70	630	DRAG159-17
Shot, Mage, Warp	100	850	SJR2-72

Shovel



Like the pick, a shovel is a standard miner's tool. Ordinary shovels have wooden handles about four feet long, fitted with metal blades. Most shovel blades are slightly curved for carrying loose dirt and have blunt points to penetrate firm earth. Magical shovels tend to be indistinguishable from normal ones.

Shovel, Animation	700	4,200	AC04-060
Shovel, Digging	600	3,600	AC04-060
Shovel, Gravedigging	500	3,000	AC04-060
Shovel, Interment	400	2,400	AC04-061

Name	EP	Cost	Book/Page

Shrine

A shrine is a special structure dedicated to a deity. In the lands of Kara-Tur, shrines are carried like palanquins. Long poles allow teams of about 20 bearers to move the shrine about. Most eastern monasteries and temples have shrines and they are often carried into battle by a squad of priests.



Name	EP	Cost	Book/Page
Shrine, Minyan	1,000	6,500	2018-134

Sickle

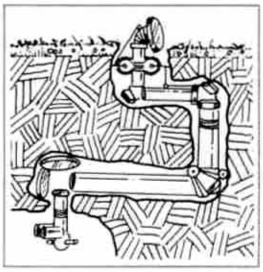
A sickle is a farm implement consisting of a crescent-shaped blade mounted on a short handle. It is used for cutting weeds, grass, and grains. Peasants or adventurers who have no weapon and are forced to make do with whatever they can find use them as weapons. Druids favor the sickle because of its strong association with agriculture. Golden sickles are used to harvest mistletoe as a component for druidic spells.



Name	EP	Cost	Book/Page
Sickle +1	400	2,000	*new item*
Sickle +2	800	4,000	*new item*
Sickle +3	1,400	7,000	*new item*
Sickle +4	2,000	10,000	*new item*
Sickle +5	3,000	15,000	*new item*
Sickle −1 Cursed	—	1,000	*new item*
Sickle, Adamant, Cronos' +5	Relic	P	2006-15
Sickle, Black Blightbringer	1,000	10,000	FR02-63
Sickle, Golden	600	6,000	FR02-63
Sickle, Lycanthropy +1	800	4,000	*new item*
Sickle, Lycanthropy +2	1,200	6,000	LNA3-51

Sighting System

Gnomes commonly use the *secure sighting system* device to secretly watch the surface from their burrows. It consists of a long tube with mirrors and lenses, mounted on a swivel. It comes with cranks and levers to push it up, pull it down, or to rotate it. A system of counter weights helps to lift the tube. The device allows clear sight for 120′. Each time it is pushed up, there is a 10% chance the counterweights will push too fast and launch the tube up into the air, or cause the tube to remain stuck in its shaft until repaired.



Name	EP	Cost	Book/Page
Sighting System, Secure	75	750	AC11-092

Sign

The *palm sign* is a very important symbol in desert cultures. It magically appears on the palm of the woman chosen by fate to be the bride of the sheik of the oasis. The mark also appears on the palm of the woman betrothed to the sheik's first-born son.



Name	EP	Cost	Book/Page
Sign, Palm	Relic	P	I4-32

Simulacrum

A simulacrum is a magical construct that simulates a living creature. The type described here produces a dark, sweet elixir. The simulacrum is a colorful box standing on one end. Its usual colors are red, white, and blue. Glowing runes read "Cola," "Exact Change When Lit," and other untranslatable, arcane sayings.



Name	EP	Cost	Book/Page
Simulacrum, Ardraken's Refreshment	—	11,500	AC11-005

Skates

These are enchanted boots fitted with small wheels. Anyone wearing them can move at a rate of 24 over any surface: water, mud, stairs, etc., even over walls and ceilings. When doing so, the wheels emit a strange, soft sound which resembles the purring of a giant cat.



Name	EP	Cost	Book/Page
Skates, Roller Hoopers, of the	3,000	15,000	DRAG134-44

Skin

Water and wine skins come in a variety of shapes, sizes, and materials. The most common type is a kidney-shaped goatskin bag with a metal cap on the narrow end. Others can be made of sheepskin, bearskin, or other hide. Barbaric races and humanoids (especially orcs, goblins, and hobgoblins) adorn their skins with teeth, horns, or hooves of the animal that gave up its hide.



Name	EP	Cost	Book/Page
Skin, Pouring, of	500	2,500	1066a-82

Skull



The skull is the bony structure that forms a creatures head and protects the brain and most sense organs. Many cultures use the skull to frighten enemies from sacred grounds, while others use the bone in many mystical ceremonies.

Name	EP	Cost	Book/Page
Skull, Death	1,000	10,000	DRAG005-07
Skull, Mezin's	1,200	12,000	1032-095
Skull, Questions	Relic	P	2006-09
Skull, Singing	2,000	20,000	PHBR4-124

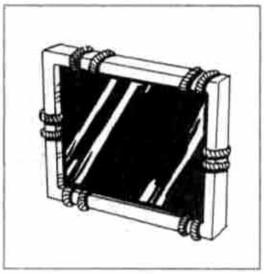
Skyhook



The term "skyhook" is a generic name for all hand held gnomish tools. However, the term also describes a specific kind of gnomish tool with multiple functions. Certain extra items may be needed for some gnomish projects, such as scaffolding for really big jobs, but an old gnome saying is, "A good gnome needs naught but skyhooks."

Name	EP	Cost	Book/Page
Skyhook, Glitterlode's Blessed +1	700	7,000	PC2-40
Skyhook, Glitterlode's Blessed +2	1,400	14,000	PC2-40
Skyhook, Glitterlode's Blessed +3	2,100	21,000	PC2-40
Skyhook, Glitterlode's Blessed +4	2,800	28,000	PC2-40

Slate



A *slate of identification* is a valuable device that can identify magical items of most sorts, and sometimes can reveal an item's command words. It is a piece of very smooth stone held firmly in an ornate wooden frame. It is usually about three feet square, although larger or smaller slates exist.

Name	EP	Cost	Book/Page
Slate, Identification	1,000	10,000	AC04-061

Sling



This weapon has existed since the beginning of recorded history. The basic sling consists of a leather or fabric strap with a pouch for a missile. The sling is held by both ends of the strap and twirled above the wielder's head. When the twirling reaches top speed, the missile is launched by releasing one of the strap's ends. The sling is a cheap and simple weapon, but it takes great skill to use one accurately. Although sling missiles can quickly kill small game animals, the time and space required to launch a sling attack make it a poor hunting weapon in close terrain. The sling's missile is either a smooth, rounded stone or a ball of lead. While stones are easier to find (any shallow stream has an abundance of smooth stones), a lead bullet causes more damage and flies farther.

Name	EP	Cost	Book/Page
Sling +1	400	3,200	*new item*
Sling +2	800	6,400	*new item*
Sling +3	1,350	11,000	*new item*
Sling, Black +3	1,800	15,000	GAZ08-20
Sling, Seeking +1	350	3,500	*new item*
Sling, Seeking +2	700	7,000	2100-184

Slipper



A slipper is an ornate piece of footwear used primarily after a character retires for the evening. Slippers are made of soft, comfortable material; they allow the wearer to walk quietly about the house or room without waking nearby sleepers. Its primary function is to protect the user's feet from the cold floor when walking about the room before and after sleep.

Name	EP	Cost	Book/Page
Slipper, Dancing	500	2,500	DRAG179-73
Slipper, Dragon	3,000	15,000	PHBR4-124
Slipper, Drinking	300	3,000	AC04-061
Slipper, Glass	400	4,000	AC04-061
Slipper, Kicking	750	6,000	2017-103
Slipper, Ruby	1,000	5,000	DRAG045-23
Slipper, Soft Movement	1,000	5,000	DR AG179-73
Slipper, Spider Climbing	1,000	10,000	2100-179

Snare



The snare is an ancient type of trap. The simplest variety of snare uses a carefully concealed noose attached to a heavy object. Once entangled in the noose, the victim's own movement draws the noose tight. Other snares use a fresh sapling or other springy object to tighten the noose instantly.

Name	EP	Cost	Book/Page
Snare, Chilling	1,000	10,000	1060-114

Name	EP	Cost	Book/Page

Snuffer



A snuffer is a metal rod with a cup on one end. It is used to snuff out candles and other small flames. Snuffers are often made of brass or some other attractive metal and have handles anywhere from two inches to three feet long. Magical snuffers usually function when touched to either the flame or the body of a lit candle.

Name	EP	Cost	Book/Page
Snuffer, Death	200	2,000	AC04-061
Snuffer, Dousing	600	6,000	AC04-061
Snuffer, Explosion	1,000	10,000	AC04-061
Snuffer, Serving	200	2,000	AC04-061
Snuffer, Transference	3,000	30,000	AC04-061

Soap



Soap is a very useful (although at times rare) commodity usually made from animal or vegetable fat mixed with salt or ash. When used with water, soap creates a slippery foam that removes the dirt, filth, and odor from the body, clothing, or gear. Soap's fat content also allows it to be used as a lubricant or temporary waterproofing agent.

Name	EP	Cost	Book/Page
Soap, Abrasion	100	1,000	AC04-061
Soap, Scented	150	1,500	DRAG163-21
Soap, Washing	200	2,000	AC04-061

Sock



Socks are knitted or cloth garments worn on the feet. They help protect the feet from cold and from chafing against boots or shoes, which can be very roughly made. Socks also absorb odors and protect footgear from perspiration and natural oils from the wearer's skin.

Name	EP	Cost	Book/Page
Sock, Dryness	300	3,000	DRAG030-37

Solution



The *ultimate solution* is a strange and magical liquid that appears to be nothing more remarkable than some sort of minor oil or potion. However, the solution can immediately dissolve any magical and nonmagical glue, cement, adhesive, or other sticky material to which it is applied.

Name	EP	Cost	Book/Page
Solution, Ultimate	1,000	7,000	2017-103

Solvent



The *universal solvent* is a magical liquid which for all practical purposes is identical to the *ultimate solution.* It instantly dissolves anything sticky. Sages speculate that rival alchemists created these two liquids. Perhaps the discovered it simultaneously or perhaps one stole the formula from the other.

Name	EP	Cost	Book/Page
Solvent, Universal	1,000	7,000	2100-181

Soup



Soup is a liquid food made from boiling meats, fish, vegetables, and other ingredients in water. Both the broth and the ingredients are eaten. Most soups are eaten hot, but some are served cold.

Name	EP	Cost	Book/Page
Soup, Find Familiar	300	3,000	DRAG076-17

Spade



The *spade of colossal excavation* is a tool, 8′ long with a shovel-like blade 2′ wide and 3′ long. Any warrior with a strength score of 18 or more can use it to dig great holes. One cubic yard of normal earth can be excavated in one round. After 10 rounds of digging, the user must rest for five rounds. Gravel or hard clay takes twice as long to dig through.

Name	EP	Cost	Book/Page
Spade, Colossal Excavation	1,000	6,500	2100-180

Spear



The spear dates back to the most primitive times. The first spears were simply wooden poles or sticks sharpened at one end. When fire was discovered and mastered, spear points were hardened by charring. As people became more adept at using tools, spears were fitted with stone heads, and later iron and steel heads.

Name	EP	Cost	Book/Page
Spear +1	500	3,000	2011-125
Spear +2	1,000	6,500	2011-125
Spear +3	1,750	15,000	2011-125
Spear +4	2,000	20,000	2011-125
Spear +5	3,000	25,000	2011-125

Name	EP	Cost	Book/Page
Spear, Alkarg	1,800	15,000	DRAG 078-56
Spear, Backbiting +1	—	1,200	2003-48
Spear, Backbiting +2	—	1,500	2003-48
Spear, Backbiting +3	—	1,800	2003-48
Spear, Breathing	600	3,000	1013-58
Spear, Charming	800	4,000	1013-58
Spear, Cursed Backbiter	—	1,200	2100-184
Spear, Deceiving	200	1,000	1013-58
Spear, Defending	800	4,000	1013-58
Spear, Deflecting	800	4,000	1013-58
Spear, Draining	1,000	5,000	1013-58
Spear, Extinguishing	800	4,000	1013-58
Spear, Finding	2,000	10,000	1013-58
Spear, Flaming	1,200	6,000	1013-58
Spear, Flying	1,000	5,000	1013-58
Spear, Gungnir +5	Relic	P	2006-22
Spear, Hadrion's +3	3,000	30,000	POLY043-21
Spear, Healing	3,000	15,000	1013-58
Spear, Heartseeker +2	1,750	15,000	1066a-91
Spear, Hiding	1,200	6,000	1013-58
Spear, Holding	1,000	5,000	1013-58
Spear, Lightning	4,000	21,000	101 3-58
Spear, Reed-Stalk	500	2,500	HR1-66
Spear, Returning	1,000	5,000	X07-32
Spear, Sharks +2/+4	1,500	10,000	DRAG048-12
Spear, Silencing	800	3,800	1013-58
Spear, Slicing	900	4,500	1013-58
Spear, Slowing	800	4,000	1013-58
Spear, Smoke	4,000	20,000	FRE1-42
Spear, Speeding	750	3,500	1013-58
Spear, Translating	1,000	1,500	10 13-58
Spear, Watching	1,000	2,000	1013-58
Spear, Wishing	1,200	12,000	1013-58

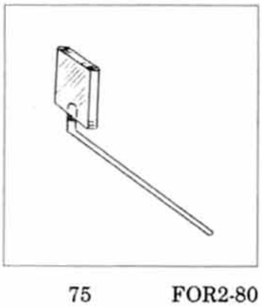
Spectacle



Spectacles are lenses of crystal or glass set in metallic frames. These lenses enable their users to see the details that their eyes would normally be unable to perceive. Enchanted spectacles bestow extraordinary powers of sight. See the Glasses, Eyeglass, and Eye entries for more magical possibilities.

Name	EP	Cost	Book/Page
Spectacle, Sight	3,500	15,000	DUNG0 11-62
Spectacle, True Seeing	1,300	13,000	SJR2-70

Speculum



A speculum is a finely polished piece of silver or other reflective metal that can be used as a mirror. The drow have invented the *signal speculum*. This is a metal plate that magically heats itself. It provides warmth and allows the user to flash messages that are visible to creatures with infravision.

Name	EP	Cost	Book/Page
Speculum, Signal	50	75	FOR2-80

Spelljammer Detector



This rare and expensive item looks something like a huge insectoid face that stares blankly into the void of space. The detector shows the location of all man-sized or larger objects within a 20,000 yard radius. A *helmet of liaison* is needed to use the detector. Information found by the detector is relayed in exact detail to the helmet's wearer. When the helmet is put on, the wearer gains a clear and complete mental picture of the space within the detector's range. That is, he is aware of the exact position, appearance, and motion of all man-sized and larger objects within 20,000 yards. Using the detector is as fatiguing as manning a spelljamming helm, and is subject to the same requirements for resting afterward.

Name	EP	Cost	Book/Page
Spelljammer Detector	—	10,000	1072a-85

Sphere



Spheres are ball-shaped objects constructed from a multitude of materials. They can be leather, sculpted wood, rock, crystal, or even chucks of absolute nothingness. Spheres are commonly used to divine answers beyond the user's normal senses.

Name	EP	Cost	Book/Page
Sphere, Annihilation	4,000	30,000	2100-180
Sphere, Darkness	2,000	20,000	DRAG030-37
Sphere, False Calling	—	1,500	DRAG145-42
Sphere, Glain's Crystal	500	1,500	IMAG012-38
Sphere, Gold, Seven Heavens	2,000	6,000	2121-147
Sphere, Karnrohb's Airy	1,500	15,000	DLR1-81
Sphere, Mierest's Starlit	200	2,000	FR04-45
Sphere, Warning	5,000	25,000	DRAG145-42

Spider



Gigantic (15 feet tall) spider statues often guard gates to drow cities and the entrances to drow temples, vaults, and the dwellings of rich drow nobles and powerful wizards. These animated stone constructs are known as *jade spiders* because their mandibles and saw-edged legs are studded with a particular sort of magically-treated jade. Umber hulks are nauseated and repelled by the presence of this substance which is corrosive to their scaly hides (double damage per contact) and do not willingly approach within 60 feet, or try to move past them; the hulks almost always retreat to hunt elsewhere.

Name	EP	Cost	Book/Page
Spider, Jade	10,000	65,000	FOR2-78

Spiderwalker



The spiderwalker is an enchanted being created from the body of a dried tarantula. When imbued with the powers of hishna (Maztican talonmagic), the spiderwalker becomes a deadly terror. It can only be activated at night, and it lasts for the duration of that night only. It ceases to function when the first rays of the sunrise.

Name	EP	Cost	Book/Page
Spiderwalker	500	2,500	1066a-91

Spike



A spike is essentially a large iron nail. One end is pointed and the other generally has a hole like the "eye" of a needle or a flat head. Spikes can be used to wedge doors open, provide grips for climbing or anchors for ropes, and so forth. A hammer or mallet is needed to drive a spike into wood or other tough materials.

Name	EP	Cost	Book/Page
Spike, Blast	1,000	10,000	FR11-43

Sponge



A sponge is a natural product that comes from an immobile, bottom-dwelling sea creature. When the animal is removed from the sea, its skeleton is continually crushed in the palms or between rocks for a short time, and it becomes very soft and absorbent. Whenever it touches water, the sponge will soak up a great deal of the moisture, which can be easily removed again by wringing the sponge out.

Name	EP	Cost	Book/Page
Sponge, Ever-Damp	100	500	DRAG030-36

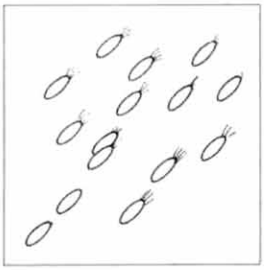
Spoon



Magical spoons can be found nearly anywhere. They may be small or large, wood or metal, plain or decorative. Often, an enchanted spoon's owner never realizes he has a rare gift, even when living with the item for his whole life.

Name	EP	Cost	Book/Page
Spoon, Birth	1,000	5,000	AC04-062
Spoon, Eating	100	500	DRAG030-36
Spoon, Medication	1,000	10,000	AC04-062
Spoon, Mixing	1,500	15,000	PHBR 4-125
Spoon, Murlynd's	750	4,000	2100-175
Spoon, Musical	100	1,000	AC04-062
Spoon, Sticking	50	500	AC04-062
Spoon, Stirring	500	5,000	2017-103
Spoon, Sugar	100	1,000	AC04-062

Spore



When a creature inhales *air spores,* the spores work their way into the lungs. There they grow, reproduce, and die. While living out their lives, they create oxygen that the host body can use to breathe when deprived of oxygen from the environment. The air spore colony can live for 2d4 days.

Name	EP	Cost	Book/Page
Spore, Air	500	2,500	2121-132

Spray



A spray, or atomizer, is a container that holds a liquid and can discharge it into a fine, airborne mist. Sprays are generally luxury items, sually used for applying cologne or perfume. Other uses exist, however. For example, a spray can lightly cover an large area with mist, making the greatest possible use of the liquid.

Name	EP	Cost	Book/Page
Spray, Plant Death	500	5,000	DRAG076-17

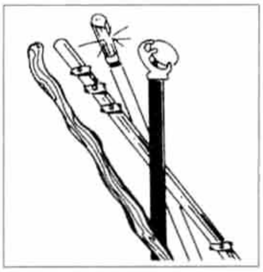
Spy



This magical device consists of a rotating metal dish mounted on a retractable arm. Small gnomish cranks and levers are used to move the dish and arm. A gold wire links the dish to a *crystal ball with ESP.* As the dish rotates, it scans the area around it and sends the information to the *crystal ball* where a visible image of the area is created.

Name	EP	Cost	Book/Page
Spy, Marianita's Relentless	Relic	P	AC11-091

Staff



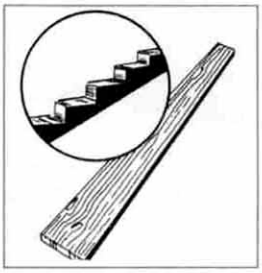
Staves are five to six feet long and about an inch and a half thick. Staves are typically fashioned of wood, often carved, usually metal bound, and as likely to be knobby or and twisted as they are to be smooth and straight. They can be unadorned or fitted with metal or crystal heads. Staves, like wands and rods, are powered by charges. A stave typically has from 20 to 25 (19 + 1d6) charges when found. Some staves can be recharged according

to the rules for making magical items. Once all the charges are used, the staff is rendered non-magical and cannot be recharged. Unless inapplicable or otherwise specified, spells discharged from staves function as though cast by an 8th level wizard with respect to range, duration, area of effect and damage inflicted. If the DM desires, unleashing the power of a staff can require a specific command word or phrase that must be discovered or researched separately from the item itself. This command can be as simple as a single word (such as "heal") or could be as complicated as a rhyming phrase that must be adjusted to fit the circumstances ("I touch this elf; restore his health," or "In this moment of great toil, I command thee staff: uncoil!"). Since command words are the key to great power, wise owners will memorize them and destroy all other evidence. Indeed, knowledge of command words can be used as a bargaining point in surrender negotiations. See the Quarterstaff entry (page 114) for additional magical possibilities.

Name	EP	Cost	Book/Page
Staff, Abyss, of the	10,000	50,000	FOR2-74
Staff, Aquatic Wizardry	10,000	50,000	DLR1-82
Staff, Avanrakkash	10,000	75,000	CN3-037
Staff, Battle	1,000	5,000	DRAG173-31
Staff, Blue Crystal, Mishakal	Relic	P	8446-71
Staff, Cat	6,000	13,000	DRAG099-50
Staff, Cirulon	1,000	7,500	DLE3-062
Staff, Command	5,000	25,000	2100-154
Staff, Commanding	5,000	25,000	1071-236
Staff, Couatl	7,500	2,000	DRAG086-26
Staff, Curing	6,000	25,000	2100-154
Staff, Devotion	7,000	35,000	DRAG179-72
Staff, Disjoining	4,500	22,500	DUNG035-09
Staff, Dispelling	5,000	25,000	1013-51
Staff, Displacement	6,000	30,000	DRAG173-31
Staff, Divergence	1,000	5,000	DRAG173-32
Staff, Druid	10,000	50,000	FR02-62
Staff, Element, Air	10,000	50,000	2121-130
Staff, Element, Air & Water	20,000	45,000	1013-51
Staff, Element, Earth	10,000	50,000	2121-130
Staff, Element, Earth & Fire	20,000	45,000	1013-51
Staff, Element, Fire	10,000	50,000	2121-130
Staff, Element, Water	10,000	50,000	2121-130
Staff, Elemental Power	3,000	75,000	1013-51
Staff, Ethereal Action	7,000	15,000	FR04-48
Staff, Flames	8,000	40,000	DRAG179-72
Staff, Fraz-Urb'luu, of	Relic	P	2016-39
Staff, Fury	8,000	40,000	FR10-82
Staff, Gnatmarsh	4,000	20,000	2023-074
Staff, Harming	4,500	35,000	X10-41
Staff, Healing	5,000	40,000	1013-52
Staff, Hornwood	4,000	15,000	2023-074
Staff, Hotspur's Selecto	65	650	AC11-055
Staff, Kitsyrral	3,500	35,000	WGA3-57
Staff, Ky Trencha	3,000	30,000	1032-125
Staff, Lower Planes, of the	Relic	P	2016-30
Staff, Mace-	1,500	12,500	2100-154
Staff, Magi, of the	15,000	75,000	2100-154
Staff, Magius	15,000	75,000	2021-097
Staff, Miracles	4,000	20,000	DRAG173-32
Staff, Moonglow, of the	3,000	15,000	DRAG173-34
Staff, Necromancer	13,000	65,000	FR10-82
Staff, Night	3,000	15,000	DRAG173-32
Staff, Ninja	5,000	25,000	DRAG126-50
Staff, Oceans	8,000	20,000	1032-077
Staff, Osiris	1,500	7,500	FR10-85
Staff, Power	12,000	60,000	2100-154
Staff, Recording	2,000	10,000	AC08-007
Staff, Rilantaver's	3,000	15,000	DRAG173-30
Staff, Sands, of the	8,000	40,000	DRAG179-72
Staff, Savona	2,500	12,500	LC3-13
Staff, Scrivening	3,000	15,000	DRAG173-32
Staff, Sea, of the	8,000	40,000	DRAG179-72
Staff, Serpent, of the	7,000	35,000	2100-154
Staff, Shock, Greater	2,000	5,000	U3-44
Staff, Shock, Lesser	1,000	2,500	U3-44
Staff, Silence	1,500	7,500	DRAG173-32
Staff, Skull, Greater	1,800	25,000	FR04-48
Staff, Skull, Hepmonaland	5,000	20,000	2023-074
Staff, Skull, Lesser	900	15,000	FR04-48
Staff, Snake	7,000	35,000	1011-45
Staff, Spear +1	1,000	5,000	2100-154
Staff, Spear +2	1,500	7,500	2100-154
Staff, Spear +3	2,000	10,000	2100-154
Staff, Spear +4	2,500	15,000	2100-154
Staff, Spear +5	3,000	20,000	2100-154
Staff, Spell Focusing	6,000	25,000	DRAG091-56
Staff, Spheres	4,000	20,000	DRAG173-33
Staff, Strike-ing	600	1,500	DRAG120-19
Staff, Striking	6,000	15,000	2100-155
Staff, Striking (Local 531)	—	1,500	DRAG156-27
Staff, Striking/Curing	8,000	20,000	2021-091
Staff, Surprises	4,000	20,000	DRAG173-34
Staff, Swarming Insects	100*	500*	2100-155
Staff, Thunder & Lightning	8,000	20,000	2100-155
Staff, Viper	7,000	35,000	HWR1-60
Staff, Vision	5,000	25,000	DRAG173-34
Staff, War, Nyrond	5,000	30,000	2023-075
Staff, Winds, of the	8,000	40,000	DRAG179-72
Staff, Withering	8,000	35,000	2100-155
Staff, Wizardry	15,000	75,000	1012-62
Staff, Woodlands, of the	8,000	40,000	2100-155

* Per charge, this staff cannot be recharged

Stair



A magical stair is a wooden board, usually five feet long, one foot wide, and one-half inch thick. When placed on a floor and commanded, it creates a magical wooden stairway of some sort that remains until commanded to vanish or dispelled. Most stairways can support up to 2,000 pounds (one ton) without collapsing.

Name	EP	Cost	Book/Page
Stair, Ascending	1,000	10,000	AC04-062
Stair, Breaking	100	10,000	AC04-062
Stair, Cold	1,200	12,000	AC04-062
Stair, Descending	1,000	10,000	AC04-062
Stair, Endless	15,000	75,000	POLY058-10
Stair, Judgement	1,500	15,000	AC04-062
Stair, Slipping	1,000	15,000	AC04-063

Name	EP	Cost	Book/Page

Standard

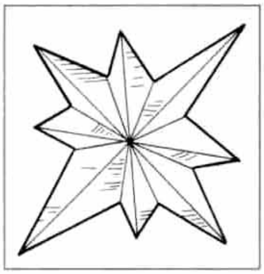
Magical standards are elaborately carved representations of animals used for troop identification in battle. They depict native animals or monsters. They are mounted atop long, lance-like staves and carried into battle. Each standard has its own special power that is indicated by its form.



Name	EP	Cost	Book/Page
Standard, Camel	1,500	7,500	HWR2-d36
Standard, Fox	1,500	7,500	HWR2-d36
Standard, Hawk	1,500	7,500	HWR2-d36
Standard, Hyena	1,500	7,500	HWR2-d36
Standard, Ibis	1,500	7,500	HWR2-d36
Standard, Ostrich	1,500	7,500	HWR2-d36
Standard, Panther	1,500	7,500	HWR2-d36
Standard, Phoenix	1,500	7,500	HWR2-d37
Standard, Viper	1,500	7,500	HWR2-d37

Star

The term "star" describes two special types of gem. One type is cut into the shape of a star, usually with six or more points.The second type of "star" gem is round, smooth, and fairly clear. Light reflecting off such a gem forms a star-shaped pattern on its surface. See the Gem listing (page 61) for more magical varieties



Name	EP	Cost	Book/Page
Star, Celene	500	2,000	2023-084
Star, Holy, Bright Desert	1,000	6,000	2023-080
Star, Khan-Pelar	1,000	4,500	I5-32
Star, Khorala	1,000	5,000	2006-50
Star, Mo-Pelar	1,000	6,000	I5-32
Star, Shah-Pelar	1,000	5,000	I5-32

Statue

Statues are carved pieces of wood, stone, or marble, that have been crafted to resemble a particular person or other important object or animal. Statues can also be produced by pouring molten metal, ceramics, or plaster into a mold.



Name	EP	Cost	Book/Page
Statue, Cat of Felkovic	5,000	25,000	1053-058
Statue, Power, Medic with Bag	1,500	7,500	1072a-86
Statue, Power, Old Captain with Pipe	1,900	9,500	1072a-86
Statue, Power, Pirate with Pegleg	1,400	7,000	1072a-86
Statue, Power, Pirate Mate with Rapier and Parrot	900	4,500	1072a-86
Statue, Power, Sails-Boy with Rope	900	4,500	1072a-86
Statue, Power, Old Salty with Raincoat	800	4,000	1072a-87
Statue, Power, Skipper with Hat	1,000	5,000	1072a-87
Statue, Power, Swabbie with Bucket	700	3,500	1072a-87
Statue, Power, Weaponsmaster	800	4,000	1072a-87
Statue, Power, Whaler with Harpoon	800	4,000	1072a-87
Statue, Singing	1,000	5,000	2021-092
Statue, Substitution	500	10,000	DRAG126-50

Stick

A stick is a simple piece of wood, usually, pulled, broken, or rotted off a tree. Once detached, the leaves and side-branches are removed to make using it more comfortable for the wielder. Placing an enchantment on such a humble item would be daunting task, but at least a few spell casters have succeeded in doing so.



Name	EP	Cost	Book/Page
Stick, Black	2,000	20,000	X11-60
Stick, Gnatch's Steam	1,000	5,000	DCDL08-25
Stick, Riding	800	4,000	HR1-66
Stick, Rune	900	4,500	FR02-62
Stick, Standing	500	2,500	DRAG030-36

Stirrup

A stirrup is a leather strap attached on each side of a saddle by a hook and several ties The strap ends in a metal foot rest with can be either a ring or pointed cup. A stirrup's primary functions are to help a rider climb into the saddle and to help keep the rider on the mount while delivering a forceful blow or when struck by such a blow.



Name	EP	Cost	Book/Page
Stirrup, Horsemanship	2,500	12,500	DRAG126-51

Stocking

Stockings are long, tight-fitting garments that are often worn in place of socks. Stockings protect the whole leg, whereas socks only keep the feet and the lower half of the calf warm. Many cultures frown upon men's stockings. However, chilly northern climates generally prompt everyone to wear stockings especially in cultures where trousers haven't been invented.



Name	EP	Cost	Book/Page
Stocking, Mystery	400	2,000	POLY023-23
Stocking, Summoning, Elf	1,000	5,000	POLY023-23

Stone



Stones are chunks of solid earth or mineral that are smaller than rocks (see page 119) that have not been reduced to sand through the forces of nature: wind, rain, water, ice, and snow. Magical stones are generally polished to a brilliant shine. See the Rock entry (page 119) for additional magical possibilities.

Name	EP	Cost	Book/Page
Stone, Attraction, Avian	200	1,000	DRAG073-40
Stone, Bezoar	400	2,000	CN3-037
Stone, Cleaning	500	2,500	DRAG073-36
Stone, Coruskian	1,500	8,000	2023-078
Stone, Dancing Lights	600	3,000	POLY059-26
Stone, Darkness	600	3,000	LNA2-87
Stone, Dream	1,000	5,000	DLE1-061
Stone, Earth Elemental Control	1,500	12,500	2100-180
Stone, Ebon	1,000	5,000	DRAG085-52
Stone, Everburning	500	5,000	FR10-84
Stone, Glowstone	1,400	14,000	FR11-44
Stone, Good Luck	3,000	25,000	2100-180
Stone, Gul, of	Relic	P	DUNG030-45
Stone, Immunity, Cold	1,000	5,000	POLY023-12
Stone, Lode	400	2,000	DRAG030-37
Stone, Lock	3,000	25,000	DCAD02-25
Stone, Mysterious Sounds	500	5,000	DRAG099-52
Stone, Nanorion	Relic	55,000	2006-59
Stone, Philosopher's	1,000	10,000	2100-176
Stone, Sampling	1,200	12,000	POLY061-09
Stone, Shielding	100	500	1060-119
Stone, Sponge	2,000	15,000	DRAG048-85
Stone, Standing	Relic	P	2108-060
Stone, Travel, All-Round Vision	200	2,000	DUNG031-08
Stone, Travel, Clairaudience	200	2,000	DUNG031-08
Stone, Travel, Clairvoyance	200	2,000	DUNG031-08
Stone, Travel, Combat Mind	200	2,000	DUNG031-08
Stone, Travel, Conceal Thoughts	200	2,000	DUNG031-08
Stone, Travel, Danger Sense	200	2,000	DUNG031-08
Stone, Travel, Know Direction	200	2,000	DUNG031-08
Stone, Travel, Lend Health	200	2,000	DUNG031-09
Stone, Travel, Life Detection	200	2,000	DUNG031-09
Stone, Travel, Object Reading	200	2,000	DUNG031-09
Stone, Travel, Poison Sense	200	2,000	DUNG031-09
Stone, Travel, Psychic Messenger	200	2,000	DUNG031-09
Stone, Travel, Sensitivity to Psychic Impressions	200	2,000	DUNG031-09
Stone, Travel, Spirit Sense	200	2,000	DUNG031-09
Stone, Ward	500	2,500	DLR1-82
Stone, Warfu, Black	500	5,000	1032-064
Stone, Warfu, Blue	500	5,000	1032-064
Stone, Warfu, Crystal	500	5,000	1032-064
Stone, Warfu, Green	500	5,000	1032-064
Stone, Warfu, Opal	500	5,000	1032-064
Stone, Warfu, Red	500	5,000	1032-064
Stone, Warfu, Violet	500	5,000	1032-064
Stone, Warfu, White	500	5,000	1032-064
Stone, Warfu, Yellow	500	5,000	1032-064
Stone, Warmth	1,000	5,000	DRAG073-39
Stone, Weight	—	1,000	2100-180
Stone, Well, Cursed	—	1,000	DRAG145-42
Stone, Well, of the	400	4,000	DRAG145-42

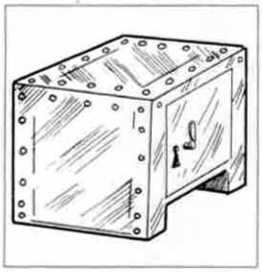
String



String is a thin cord, usually woven out of flax. Magical string may be found in lengths ranging from a few feet to 50 feet or more. Longer pieces generally are rolled into compact balls. Many magical strings cannot be broken or harmed by force, even from magical weapons, but can be destroyed by any damage-causing spell, any dragon breath (except gas), and by normal fire.

Name	EP	Cost	Book/Page
String, Attachment	50	250	AC04-063
String, Lashing	200	1,000	AC04-063
String, Pearls	500	2,500	AC04-063
String, Shackles	1,000	5,000	AC04-063
String, Tangle	400	2,000	AC04-063
String, Warding	1,000	5,000	AC04-063

Strongbox



Strongboxes are very sophisticated safes. They are designed to be considerably difficult for thieves and burglars to break into. Strongboxes are often heavily weighted and difficult to move as well. It often requires a half-dozen strong men or a series of pulleys to pick up a strongbox.

Name	EP	Cost	Book/Page
Strongbox, Immobility	3,000	30,000	DRAG073-38

Stylus



The *stylus of scribing* is an implement made from black stone. When the user touches it and utters the command word written on it, the stylus animates itself. Once the stylus is activated, the next three words the user speaks will be graven deeply and clearly on any nonmagical non living surface mentally selected by the caster. If no surface is chosen, the DM should randomly choose a nearby stone surface.

Name	EP	Cost	Book/Page
Stylus, Scribing	100	500	1060-119

Suite



Balthazar's suite of many delights is a luxurious chamber which can house two people. The interior is decorated with tropical plants, vines, and flowers. A huge brazier keeps the temperature constant. The occupants are supplied with food, water, and other amenities, but must pay a gratuity to the chamber's resident servants.

Name	EP	Cost	Book/Page
Suite, Many Delights, Balthazar's	6,500	400,000	AC11-007

Sundial



The sundial is a primitive timekeeping piece that requires sunlight to operate. The sundial's flat face has numerals inscribed on its surface. A small, triangular pillar in or very near the center casts a shadow upon the face. As the sun moves in the sky, the pillar's shadow tracks across the face, pointing to the current hour.

Name	EP	Cost	Book/Page
Sundial, Timekeeping	800	4,000	AC04-063

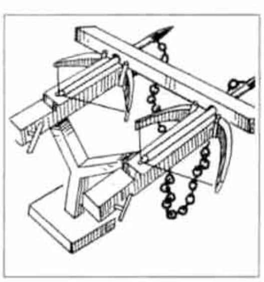
Sweatsuit



A sweatsuit is a piece of clothing worn by athletes in training and by overweight people who are trying to quickly lose weight. A sweatsuit is made of heavy cotton or treated leather, it tightly closes about each ankle, each wrist and the neck, completely enclosing the user's body. Even mild exertion causes the wearer to perspire heavily.

Name	EP	Cost	Book/Page
Sweatsuit +5	5,000	50,000	DRAG072-51

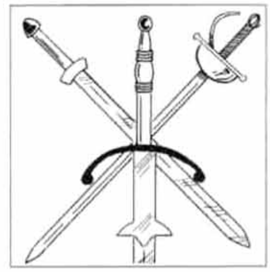
Sweeper



Gnomish sweepers are nothing more than a pair of light ballistae with a common mount so they can be fired in the same direction at the same time. The two ballista bolts are linked together with a piece of chain. When the bolts hit an enemy ship or spelljammer, the flailing chain damages the rigging and crew.

Name	EP	Cost	Book/Page
Sweeper, Gnomish +1	800	8,000	SJR2-72
Sweeper, Gnomish +2	1,600	16,000	SJR2-72
Sweeper, Gnomish +3	3,200	32,000	SJR2-72
Sweeper, Gnomish, Super	1,000	10,000	SJR1-82

Sword



Magical swords normally apply their bonus (+1, +2, +3, +4, and rarely more) to both attack rolls and damage dice. Their values vary widely according to their powers, and methods of construction and level of decoration. Seventy percent of the swords listed below are long swords, 20% are broad swords, 5% are short swords, 4% are bastard swords, and 1% are two-handed swords, unless a specific item's description indicates otherwise. Some DMs rule that magical weapons shed light and cannot be concealed when drawn. However, a magical weapon should never glow until the wielder is aware of its magical properties; a weapon's light-giving property should not be used as a cheap way to identify a magical item. Note that the *flame tongue, frost brand, holy avenger, life stealing,* and *sharpness* swords have special properties with regard to light.

Name	EP	Cost	Book/Page
Sword +1	400	2,000	1011-42
Sword +1, +2 versus Genies	600	3,000	DRAG179-68
Sword +2	800	4,000	1011-42
Sword +2, +3 versus Dao Genies	700	3,500	DRAG179-68
Sword +2, +3 versus Djinn Genies	700	3,500	DRAG179-68
Sword +2, +3 versus Efreet Genies	700	3,500	DRAG179-68
Sword +2, +3 versus Marid Genies	700	3,500	DRAG179-68
Sword +3	1,400	7,000	2011-124
Sword +4	2,000	10,000	2011-124
Sword +5	3,000	15,000	2011-124
Sword, Adjatha +2	7,000	35,000	FR04-55
Sword, Agility, Arbane's +2	4,000	15,000	DRAG041-30
Sword, Albuin +1	5,000	25,000	FR04-55
Sword, Angurvadal	4,000	8,000	10 21-64
Sword, Answering +2	10,000	50,000	T1:4-127
Sword, Anything	5,000	35,000	2017-089
Sword, Ar'ondight	5,000	25,000	1021-64
Sword, Arak +2	4,200	18,000	1053-058
Sword, Arbane's Agility +2	4,000	15,000	FR04-56
Sword, Assassination, Ruby +1	600	3,000	DRAG091-61
Sword, Assassination, Ruby +2	1,200	6,000	DRAG091-61
Sword, Assassination, Ruby +3	2,100	10,500	DRAG091-61
Sword, Assassination, Ruby +4	3,000	15,000	DRAG091-61
Sword, Assassination, Ruby +5	4,500	22,500	DRAG091-61
Sword, Backstabbing +2	700	7,000	PHBR2-108
Sword, Balmung	1,500	7,500	1021-64
Sword, Barisarda	2100	10500	1021-64
Sword, Blackflame +4	4,100	27,500	GAZ08-20
Sword, Breathing	600	3,000	1013-58
Sword, Caeren-Uroth	2,600	13,000	POLY043-20
Sword, Chain +3	1,500	12,500	DRAG132-06
Sword, Chaotic	—	1,000	POLY036-27
Sword, Charm Person +2	250	2,500	1012-59
Sword, Charming	800	4,000	1013-58
Sword, Colada	400	2,000	1021-64
Sword, Cold	800	4,000	2003-46
Sword, Courtain	Relic	P	1021-64
Sword, Cowardice	2,000	10,000	DRAG091-61
Sword, Cure Light Wounds +1	2,000	10,000	1011-42
Sword, Cursed −1	—	400	2100-185
Sword, Cursed −2	—	600	2100-185
Sword, Cursed, Berserking +2	—	900	2100-186

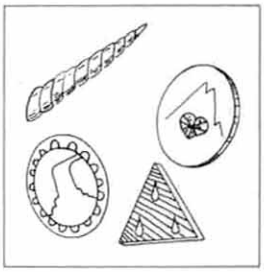
Name	EP	Cost	Book/Page
Sword, Cursed, Wild Coast	–	1,000	2023-088
Sword, Cymrych Hugh +4	4,000	40,000	FR02-62
Sword, Cyric's Sword +2	2,000	20,000	FRE3-46
Sword, Dancing +1	4400	22,000	2100-185
Sword, Dancing, Bronze	4,800	35,000	2108-074
Sword, Dancing, Lightning	4,500	32,000	2013-037
Sword, Deceiving	200	1,000	1013-58
Sword, Defender +4	3,000	15,000	POLY038-30
Sword, Defender +5	3,600	18,000	2100-185
Sword, Defending	800	4,000	1013-58
Sword, Deflecting	800	4,000	1013-58
Sword, Demonbane +3	4,000	20,000	DRAG091-60
Sword, Draining	1,000	5,000	1013-58
Sword, Dreamsinger +3	3,000	18,000	WGS1-61
Sword, Durandan	Relic	P	1021-64
Sword, Ebonbane	3,000	18,000	DUNG031-56
Sword, Ebon Flame +2	2,000	20,000	WG5-25
Sword, Edge	3,200	16,000	WGS2-62
Sword, Emperor's +5	5,000	50,000	2108-141
Sword, Energy Drain +1	1,500	15,000	1012-59
Sword, Equalizer	10,000	50,000	2023-87
Sword, Everstriking, Cursed	800	1,000	DRAG091-61
Sword, Excalibur +5	Relic	P	2108-032
Sword, Extinguishing	800	4,000	1013-58
Sword, Fedifensor +2	2,000	20,000	DRAG067-39
Sword, Final Word Type	10,000	50,000	2017-105
Sword, Finder +3	3,000	15,000	LC1-12
Sword, Finding	2,000	10,000	1013-58
Sword, Flamberge	1,800	18,000	1021-64
Sword, Flame +1	2,000	9,000	POLY047-26
Sword, Flame Tongue +1, +2 vs. regenerating creatures, +3 vs. cold-using/inflammable/avian, +4 vs undead	900	4,500	2100-185
Sword, Flaming	1,200	6,000	1013-58
Sword, Flaming, Ukko's	4,000	40,000	2006-41
Sword, Floating +3	3,000	25,000	1032-036
Sword, Flying	1,000	5,000	1013-58
Sword, Fragarach +4	18,000	90,000	T1:4-126
Sword, Friendship +3	3,000	15,000	2021-099
Sword, Frost Brand +3, +6 Fire-Using/Dwelling Creatures	1,600	8,000	2100-185
Sword, Gem +4	4,000	20,000	SJR1-78
Sword, Giant, of the +5	5,000	50,000	2108-173
Sword, Glorius	2,500	25,000	1021-64
Sword, Gram	2,000	20,000	1021-64
Sword, Guardian	1,600	8,000	L2-31
Sword, Harmonizer	3,000	15,000	WGS2-62
Sword, Healing	3,000	15,000	1013-58
Sword, Hiding	1,200	6,000	1013-58
Sword, Hofud	Relic	P	2006-25
Sword, Holding	1,000	5,000	1013-58
Sword, Holy +5	5,000	25,000	R4-27
Sword, Holy Avenger +5	4,000	20,000	2100-185
Sword, Horus's +3	3,000	15,000	2006-03
Sword, Ilbratha +1	1,500	7,500	FR04-57
Sword, Insanity +1	700	3,500	DRAG091-61
Sword, Intercession +2	1,000	5,000	DRAG091-62
Sword, Joyeuse	1,200	6,000	1021-64
Sword, Karnaz, Mighty Blade	3,500	17,500	DRAG040-29
Sword, Kas +6	Relic	P	WGA4-71
Sword, Khopesh, Bladeless +4	4,000	40,000	FR10-85
Sword, Lathander's Blade +3	3,000	15,000	FRC2-90
Sword, Life Stealing +2	5,000	25,000	2100-186
Sword, Light +1	800	4,000	1011-42
Sword, Lightning	4,000	30,000	1013-58

Name	EP	Cost	Book/Page
Sword, Lightning, Dancing	6,000	60,000	2006-67
Sword, Locate Object +1	800	4,000	1012-59
Sword, Luck Blade +1	1,000	5,000	2100-185
Sword, Lycanthropes +1/+2	700	3,500	1011-42
Sword, Lycanthropes/Shape Changers +1/+3	700	3,500	2100-185
Sword, Magic/Enchanted Creatures +1/+2	600	3,000	2100-185
Sword, Mantooth +1/+2	1,000	7,500	2021-094
Sword, Mimung	1,000	5,000	1021-64
Sword, Moonblade	2,000	10,000	DUNG025-30
Sword, Morglay	1,200	6,000	1021-64
Sword, Nagelring	1,500	7,500	1021-64
Sword, Namarra +2	2,000	10,000	FR04-58
Sword, Night +1	700	3,500	DRAG091-62
Sword, Nine Lives Stealer +2	1,600	8,000	2100-185
Sword, Obedience, Mamluk +1	700	3,500	DRAG179-68
Sword, Obedience, Mamluk +2	800	4,000	DRAG179-68
Sword, Odin +5	Relic	P	2108-173
Sword, Philippan	1,200	6,000	1021-64
Sword, Phoenix +3	3,000	30,000	CB2-029
Sword, Planes, of the +1	1,200	9,600	2100-186
Sword, Quickness +2	1,000	8,000	2100-185
Sword, Rage, Stonefist +2	1,000	5,000	2023-087
Sword, Red Death +4	4,000	20,000	POLY65-09
Sword, Regenerating Creatures +1/+3	800	4,000	2011-124
Sword, Rel Astran +1/+3	750	3,750	2023-087
Sword, Reptiles +1/+4	800	4,000	2100-185
Sword, Sauvagine	900	4,500	1021-64
Sword, Secondeath +4, +6 vs. Undead and Negative Energy Beings	5,000	25,000	POLY060-31
Sword, Shadow	900	4,500	IMAG012-38
Sword, Sharpness +1	7,000	35,000	2100-186
Sword, Shiva's +3	3,000	15,000	2006-08
Sword, Silencing	800	3,800	1013-58
Sword, Singing +3	1,600	10,000	DRAG041-30
Sword, Slayer, Black Dragon +2	900	4,500	2100-185
Sword, Slayer, Blue Dragon +2	900	4,500	2100-185
Sword, Slayer, Brass Dragon +2	900	4,500	2100-185
Sword, Slayer, Bronze Dragon +2	900	4,500	2100-185
Sword, Slayer, Copper Dragon +2	900	4,500	2100-185
Sword, Slayer, Demon +3	1,200	6,000	2006-08
Sword, Slayer, Genie, Dao +2	900	4,500	DRAG179-68
Sword, Slayer, Genie, Djinn +2	900	4,500	DRAG179-68
Sword, Slayer, Genie, Efreet +2	900	4,500	DRAG179-68
Sword, Slayer, Genie, Marid +2	900	4,500	DRAG179-68
Sword, Slayer, Giant +2	900	4,500	2011-124
Sword, Slayer, Goblin +2/+4	900	4,500	POLY058-08
Sword, Slayer, Gold Dragon +2	900	4,500	2100-185
Sword, Slayer, Green Dragon +2	900	4,500	2100-185
Sword, Slayer, Mammal +1, +3 Good Alignment	900	4,500	LNA3-51
Sword, Slayer, Red Dragon +2	900	4,500	2100-185
Sword, Slayer, Silver Dragon +2	900	4,500	2100-185
Sword, Slayer, White Dragon +2	900	4,500	2100-185
Sword, Slicing	900	4,500	1013-58
Sword, Slowing	800	4,000	1013-58
Sword, Soul of the King	10,000	100,000	CN1-027
Sword, Spellblade (1st Level) +2	1,100	8,000	1060-119
Sword, Spellblade (2nd Level) +2	1,200	10,000	1060-119
Sword, Spellblade (3rd Level) +2	1,300	12,000	1060-119
Sword, Spellblade (4th Level) +2	1,400	14,000	1060-119
Sword, Spellblade (5th Level) +2	1,500	16,000	1060-119
Sword, Spellblade (6th Level) +2	1,600	18,000	1060-119

Name	EP	Cost	Book/Page
Sword, Spellblade (7th Level) +2	1,700	20,000	1060-119
Sword, Stalker +3	1,800	22,000	WGS1-62
Sword, Sunblade +1	1,500	10,000	*new item*
Sword, Sunblade +2	3,000	20,000	2100-185
Sword, Sunblade +3	4,500	30,000	*new item*
Sword, Susk +3	2,500	12,500	FR04-59
Sword, Syrar's Silver +1	1,000	4,000	FR04-60
Sword, Taragarth +3	1,000	5,000	FR04-60
Sword, Telvaran's Enchanted Blade	2,500	25,000	POLY055-25
Sword, Tideripper +4	2,200	10,000	DLR1-82
Sword, Translating	1,000	5,000	10 13-58
Sword, Undead +1/+3	3,000	15,000	1011-42
Sword, Venom	700	6,000	2016-47
Sword, Vorpal +1	6,000	30,000	2003-47
Sword, Vorpal +2	8,000	40,000	2003-47
Sword, Vorpal +3	10,000	50,000	2100-186
Sword, Warbringer +3	1,800	12,000	2021-099
Sword, Warlord of the Shield Lands	1,600	8,000	2023-088
Sword, Watching	1,000	5,000	1013-58
Sword, Whirlwind +1	500	2,500	DRAG126-51
Sword, Wishes +1	2,000	10,000	1012-59
Sword, Wishing	1,800	12,000	1013-58
Sword, Wounding +1	4,400	22,000	2100-186
Sword, Wounding +2	6,800	34,000	*new item*
Sword, Wyrmsbane +2	2,000	20,000	2021-095
Sword, Wyrmslayer +3	3,000	30,000	2021-095
Sword, Wyrmsvenin +1	1,000	10,000	*new item*
Sword, Wyrmsvenin +2	2,000	20,000	DLE3-062

Symbol

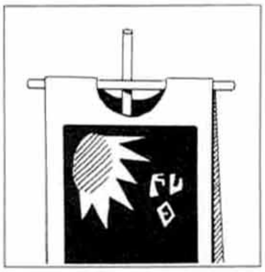
Holy symbols come in as many varieties as there are beliefs and canons. Holy symbols allow priests to channel power for spell casting and other priestly abilities. Holy symbols also serve to identify a deity's followers. Lawful good holy symbols can keep common vampires at bay. A symbol dedicated to one deity cannot be used in the service of another.



Name	EP	Cost	Book/Page
Symbol, Holy, Greyhawk	300	3,000	2023-078
Symbol, Holy, Larmacian	300	3,000	DRAG039-42
Symbol, Holy, Ravenkind	300	3,000	1053-056

Tabard

A tabard is a loose-fitting, sleeveless garment that covers the shoulders, chest, and back. It reaches to the waist or knees. Originally used to shield armor from the sun so as keep the wearer cooler, it has developed into clothing adopted by unarmored men and women. A person's symbol, colors, coat-of-arms, or other identifying marks are commonly placed on this garment.



Name	EP	Cost	Book/Page
Tabard, Mystics	2,000	15,000	FR04-38

Table

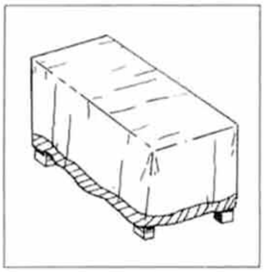
This common piece of furniture can be of any size and of any material. A table provides a raised, flat space for working, eating, or storage. Magical tables usually are made of wood, are about three feet high and five feet square, and have four spindly, wooden legs. The average table can hold a 250-pound load before shearing a leg or splitting down the center.



Name	EP	Cost	Book/Page
Table, Banquets	6,000	60,000	AC04-064
Table, Contents	1,000	10,000	AC04-064
Table, Elements	4,000	40,000	AC04-064
Table, Plenty	5,000	50,000	AC04-064
Table, Writing	2,500	25,000	AC04-064

Tablecloth

Tablecloths are large pieces of cloth that are stretched across a table. Tablecloths are decorative and make cleanup after meals easier. In earlier times, the tablecloth served to decrease the number of splinters people received while eating at roughly hewn wooden tables.



Name	EP	Cost	Book/Page
Tablecloth, Augricrone's	1,000	5,000	POLY043-21
Tablecloth, Feasting	3,000	30,000	DRAG145-42

Tablet



Tablets are thick, flat pieces of granite, jade, or other hard stone. Runes or other written information can be carved into them. Tablets are durable and can carry their messages over millennia. Even if broken, a tablet can be glued together to reveal its message. The term "tablet" can also indicate a type of pill (see page 106).

Name	EP	Cost	Book/Page
Tablet, Desalination	100	500	LC4-36
Tablet, Fate	5,000	50,000	FRE3-46
Tablet, Salination	—	250	*new item*
Tablet, Summoning, Spirit	4,000	40,000	2018-135

Tableware



"Tableware" is a generic term for the dishes, glasses, serving platters, and utensils used at the dinner table.

Name	EP	Cost	Book/Page
Tableware, Cleanliness	1,500	7,500	DRAG073-40

Tail



Guardian tails appear to be normal animal tails from creatures like the fox, hyena, or caracal. A thong is attached to one end so the preserved tail can be attached to a chest, bow case, or quiver. Once so attached, the *guardian tail* protects the container's contents, and only the true owner can open the container safely.

Name	EP	Cost	Book/Page
Tail, Guardian	2,000	10,000	HWR2-d34

Talisman



Talismans can come in many forms, but the magic stored in them generally is very powerful. Many talismans are engraved figures or symbols wrought from rare metals and gems and can be worn as necklaces or pendants. Other talismans are simple-looking stones that are carried in a purse or pocket.

Name	EP	Cost	Book/Page
Talisman, Air Elemental Travel	2,000	6,000	AC04-064
Talisman, Al'Akbar	Relic	85,000	I9-20
Talisman, Beast, of the	2,500	25,000	FR10-84
Talisman, Dreams	4,500	45,000	DRAG132-23
Talisman, Elemental Travel, Greater, Air	1,000	10,000	1013-54
Talisman, Elemental Travel, Greater, Earth	1,000	10,000	1013-54
Talisman, Elemental Travel, Greater, Fire	1,000	10,000	1013-54
Talisman, Elemental Travel, Greater, Water	1,000	10,000	1013-54
Talisman, Elemental Travel, Lesser, Air	750	7,500	1013-54
Talisman, Elemental Travel, Lesser, Earth	750	7,500	1013-54
Talisman, Elemental Travel, Lesser, Fire	750	7,500	1013-54
Talisman, Elemental Travel, Lesser, Water	750	7,500	1013-54
Talisman, Lawfulness	3,500	32,500	2003-55
Talisman, Memorization	1,000	5,000	2121-144
Talisman, Mire	2250	6,750	DRAG178-19
Talisman, Monkey Head	2,000	10,000	OA5-55
Talisman, Pure Good	3,500	27,500	2100-181
Talisman, Sphere, of the	100	10,000	2100-181
Talisman, Tongues	3,500	32,500	FR10-85
Talisman, Zagy	1,000	10,000	2100-181

Talon



Talons are magical items that appear to be the claws and feet of eagles or other birds of prey. They are often painted in metallic colors or are constructed from metal.

Name	EP	Cost	Book/Page
Talon, Danse Macabe	3,000	15,000	FR10-85
Talon, Zaltec	700	6,000	1066a-91

Tapestry



Tapestries are thick wall hangings made from linen, wool, or other heavy cloth. They are used to break up drafts that blow through badly constructed walls during winter, and to dampen unwanted sounds. Tapestries in wealthy homes usually are ornamented with scenes of battle; portraits of leaders (both great and small), heroes and heroines; and pictures of pets and idyllic landscapes.

Name	EP	Cost	Book/Page
Tapestry, Disease Warding	2,000	10,000	2121-145
Tapestry, Ekbir	1,250	12,500	2023-084

Tarot

The tarot is a deck of playing cards with special symbols, features, and numbers across their surface. Cabalists and mystics believe that the cards, when laid out in specific patterns, can foretell an individual's future or describe his past. As a magical item, the tarot is identical to a Deck (see page 51).



Name	EP	Cost	Book/Page
Tarot, Many Things	—	10,000	DRAG077-06

Tart

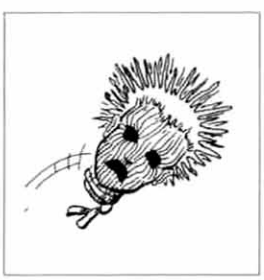
Tarts are pastries made of flaky dough baked until lightly browned. Both sweet and sour fruit stuffing is used in tarts, creating a tantalizing sensation on the tongue. Many magical tarts are never eaten, but are carried or hurled instead. See the Pie entry (page 106) for more magical possibilities.



Name	EP	Cost	Book/Page
Tart, Accusation	600	3,000	POLY023-23
Tart, Enticement	1,000	5,000	POLY023-23
Tart, Summer's Day, of a	600	3,000	POLY023-23

Tathlum

This Celtic weapon can be made by anyone under the right conditions; however, tathlums usually only function in lands where Celtic deities hold sway. A tathlum is made from head of a slain enemy When hurled at the slain enemy's friends or kinsman, a tathlum.can inflict great pain. A tathlum can be used only once, and is effective only in daylight.



Name	EP	Cost	Book/Page
Tathlum	—	5,000	2013-030

Tea Set

The *tea set of skill and grace* is made of the finest materials. It enables its user to conduct an oriental tea ceremony as if he had the tea-ceremony proficiency. Possession of the set also adds +4 to the chances of attaining utter concentration while conducting the ceremony; this benefit to both proficient and non-proficient tea masters.



Name	EP	Cost	Book/Page
Tea Set, Skill & Grace	1,500	2,000	DRAG126-51

Teleport Pad, Chemcheaux

Teleport pads are found only in the Chemcheaux Magic Shops. By designating a shop number, the person standing on the star-shaped pad is instantly teleported to the pad at the specified Chemcheaux. If a pad is stolen, Prismal (the Chemcheaux owner) and several mages in his employ teleport to the stolen pad—even when removed from a shop, a teleport pad still is linked to the Chemcheaux network. All the mages who come to retrieve the item are at least 18th-level, and carry powerful items. If the mages do not encounter hostilities, they merely pick up the *teleport pad,* and teleport themselves via spells to the appropriate shop to return the item. If they meet aggression, they do not hesitate to obliterate the opponents.



Name	EP	Cost	Book/Page
Teleport Pad, Chemcheaux	20,000	60,000	MAGIC1-13

Telescope

Telescopes are made of two cylindrical pieces of finely-crafted metal that tightly fit within each other, but are free to slide in and out. The user peers through a lens set in the smaller tube and points the larger end, where another lens is fitted, toward whatever he wishes to gaze at. By adjusting the tubes, the user can focus on whatever he is looking at and see it clearly even at great distances.



Name	EP	Cost	Book/Page
Telescope, Fantastic Vision	1,500	7,500	DRAG179-73
Telescope, True Vision	2,000	10,000	DRAG179-73

Tent

A tent is a portable shelter made of canvas or animal skins. When folded, a tent appears to be a roll of fabric, and may be mistaken for a rug. To be used for shelter, a tent must be unfolded and supported with poles and rope. A small one-man tent (3′ × 6′ when erected) weighs only five pounds. The largest royal tents can weigh more than 5,000 lbs.



Name	EP	Cost	Book/Page
Tent, Captivity	—	1,200	AC04-065
Tent, Dew	600	3,000	AC04-064
Tent, Luxury	1,200	6,000	AC04-065
Tent, Mist	2,000	10,000	2121-141
Tent, Polychromatic	1,000	5,000	AC04-065
Tent, Poor	—	400	AC04-065
Tent, Shelter	1,000	5,000	DLA1-057
Tent, Standing	800	8,000	AC04-065
Tent, Warning	1,200	12,000	AC04-065
Tent, X	400	4,000	AC04-065

Thorn



A *thorn of sleep* is an item that looks like a thorn of a plant, about three inches long. It is dry and smooth to the touch, giving no indication of its venomous properties. If pricked by the thorn, a victim must make a saving throw vs. paralyzation. Failure means the character falls into a deep slumber. He will not awaken until attacked or roused by another person. Noises, even those of battle, will not rouse the victim.

Name	EP	Cost	Book/Page
Thorn, Sleep	800	4,800	HR1-67

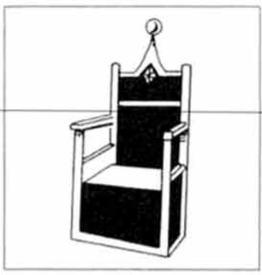
Thread



Magical threads appear identical to balls of string, but careful examination reveals threads to be of finer material. To activate a thread's magic, it either must be unwound from the ball, touched against another magical item, or sewn into a piece of cloth.

Name	EP	Cost	Book/Page
Thread, Aging	400	4,000	AC04-065
Thread, Commands	1,400	14,000	AC04-065
Thread, Embroidery	300	3,000	AC04-065

Throne



A throne is an ornate chair made of wood or stone. Magical thrones are quite powerful, and all the details about them should be studied before adding one to a game. A throne is usually eight feet tall, four feet wide and deep, plush, and ornately carved. They weigh from 150 to more than 400 pounds.

Name	EP	Cost	Book/Page
Throne, Death	1,200	12,000	AC04-066
Throne, Gods, of the	Relic	P	2011-161
Throne, Incineration	1,000	10,000	AC04-066
Throne, Power	8,000	80,000	AC04-066
Throne, Summoning	1,000	10,000	AC04-066
Throne, Transformation	Relic	65,000	X13-61

Tightrope



This modified *rope of climbing* can snake forward at an angle of up to 45° upward or downward, it also allows its owner and up to five man-sized or smaller creatures touched by its owner to walk upon it as if they had the tightrope walking proficiency with a +4 bonus to any proficiency check required.

Name	EP	Cost	Book/Page
Tightrope, Tallin's	1,250	12,500	PHBR2-107

Timeglass



This item appears to be a one-foot tall hourglass. It made its sudden appearance in the hands of an adventurer who forced his way into the Valley of the Mage on the world of Oerth. He returned with only the timeglass and the scars of many dangerous encounters. Since then, the timepiece has been sought by many spell casters for its reputed powers.

Name	EP	Cost	Book/Page
Timeglass, Mage	5,000	50,000	2023-084

Tome



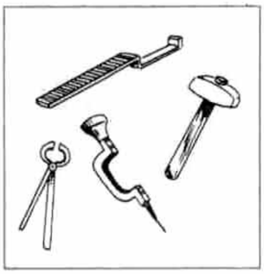
All magical books, librams, tomes, manuals, etc., appear to be normal works of arcane lore. Each is indistinguishable from all others by visual examination of the outer parts or through divination spells. For more information, see the "Books" listing under the "Categories of Magical Items" heading on page 158 of the DUNGEON MASTER™ Guide.

Name	EP	Cost	Book/Page
Tome, Alcaister	8,000	64,000	1031-83
Tome, Ildrenadum's Astral	Relic	P	DUNG010-63
Tome, Aubayreer's Workbook	4,000	32,000	DRAG092-34
Tome, Black Heart	5,000	45,000	WG5-25
Tome, Briel's Book of Shadows	8,000	64,000	1031-76
Tome, Caddelyn's Workbook	4,000	32,000	FR04-07
Tome, Chambeeneon	5,000	40,000	1031-64
Tome, Clear Thought	8,000	48,000	2100-181
Tome, Codicil of White	7,000	35,000	DUNG015-38
Tome, Collapsing Spell Book	1,500	15,000	PHBR4-125
Tome, Covenant, of the	4,500	45,000	1031-91
Tome, Cryptichronos	4,000	40,000	DRAG162-11
Tome, Detho's Libram	5,200	52,000	FR04-08
Tome, E'soa Ho'chi	6,500	65,000	1032-076
Tome, Exalted Book of Ethnic Humor	250	1,250	DRAG134-42
Tome, Fool, of the	8,000	40,000	DRAG134-44
Tome, Glandar's Grimoire	4,000	40,000	DRAG164-60
Tome, Glanvyl's Workbook	3,500	35,000	DRAG100-14
Tome, Hand of Helm	2,500	25,000	DRAG164-62

Name	EP	Cost	Book/Page
Tome, History of Evil Mages & Apprentices	2,000	1,000	DRAG082-61
Tome, History of Good Mages & Apprentices	2,000	1,000	DRAG082-61
Tome, Humorous Perspective	4,000	20,000	DRAG134-44
Tome, If They Can Do It, Prismal Can Do It Too	6,000	48,000	LNR1-74
Tome, Jaluster's Orizon	75,000	40,000	FR04-10
Tome, Juia Lo'tanu	6,000	30,000	1032-062
Tome, Libram of Lathintel	5,000	25,000	FR04-12
Tome, Manor's Manual of Sight	4,000	20,000	DRAG166-65
Tome, Manual of Trendy & Commercially Lucrative Exercise	1,000	10,000	DRAG120-18
Tome, Mhzentul's Runes	4,000	24,000	DRAG0 62-16
Tome, Mylsibis' Codex of Contention	4,500	22500	DRAG166-69
Tome, Mystical Equations	1,000	10,000	2121-146
Tome, Nathlum	2,600	13,000	1031-65
Tome, Nchaser's Elyromancia	7,200	36,000	1031-62
Tome, Orjalun's Arbatel	5,200	26,000	1031-87
Tome, Rathdaen's	2,500	12,500	FR04-22
Tome, Red Book of War Vol. 1	5,000	40,000	1031-81
Tome, Red Book of War Vol. 2	5,000	40,000	1031-81
Tome, Runes of Freedom	1,500	8,000	DRAG082-61
Tome, Runes of Norzahk	1,500	8,000	1032-061
Tome, Sabirine's Specular	3,000	15,000	1031-77
Tome, Saintly Sanity	1,000	600	DRAG082-61
Tome, Scalamagdrion	4,500	45,000	1031-89
Tome, Selvar's Ineffable Majicks	6,600	66,000	FR04-14
Tome, Serpin Lexicon	3,200	32,000	DUNG017-15
Tome, Seven Fingers, The Life of Thorstag	2,500	25,000	DRAG069-68
Tome, Shadowtome	7,500	75,000	FR04-17
Tome, Shandaril's Workbook	8,000	80,000	FR04-19
Tome, Spell Book of Daimos	4,400	44,000	1031-73
Tome, Ssu'Ma	Relic	P	1021-62
Tome, Straad	4,000	40,000	I6-31
Tome, Translation	1,500	15,000	A C04-066
Tome, Twelve Seals	2,200	22,000	FR05-60
Tome, Tymessul's Enchiridion of Travel	2,000	16,000	DRAG166-67
Tome, Understanding	8,000	43,500	2100-181
Tome, Unicorn, of the	4,000	32,000	1031-92
Tome, Unique Mageries	6,000	48,000	FR04-24
Tome, Vacuous Grimoire	—	1,000	2100-181
Tome, Vaerendroon's Enchantments	5,000	40,000	FR04-26
Tome, Vampire Book	600	400	DRAG082-62
Tome, Workbook	1,000	8,000	1031-68
Tome, Wyvernwater Circle	2,000	16,000	DRAG164-61

Tool

"Tool" is a generic term for implements and devices craftsmen use when practicing their professions. It covers everything from pliers to saws.



Name	EP	Cost	Book/Page
Tool, Gemcutter's, Sunndi	3,000	25,000	2023-079
Tool, Woodworker's, Dyvers	2,000	24,000	2023-086

Tooth

These bony implements crush and tear food into pieces that can be easily swallowed and digested. Each tooth has three sections: the crown, the neck, and the root. Inside the tooth are the enamel, cementum, dentin, and the pulp. Many enchanted teeth come in sets; the values below are for a single tooth.



Name	EP	Cost	Book/Page
Tooth, Dahlver-Nar	Relic	5,000	2011-161
Tooth, Dragon, Black	500	5,000	DRAG098-11
Tooth, Dragon, Blue	500	5,000	DRAG098-11
Tooth, Dragon, Brass	500	5,000	DRAG098-11
Tooth, Dragon, Bronze	500	5,000	DRAG098-11
Tooth, Dragon, Copper	500	5,000	DRAG098-11
Tooth, Dragon, Gold	500	5,000	DRAG098-12
Tooth, Dragon, Green	500	5,000	DRAG098-12
Tooth, Dragon, Red	500	5,000	DRAG098-12
Tooth, Dragon, Silver	500	5,000	DRAG098-12
Tooth, Dragon, White	500	5,000	DRAG098-12
Tooth, Respite	1,000	5,000	POLY023-12
Tooth, Stamina	1,500	4,500	POLY023-12
Tooth, Torm	1,000	10,000	FRE2-046

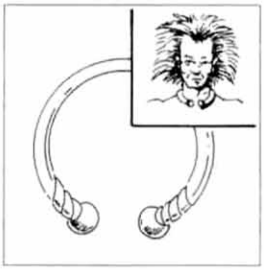
Toothpick

A toothpick is a pointed implement, most often wooden, that is used to draw bits of food from between teeth. Toothpicks are made in different sizes to be used with different sized mouths. For example, a toothpick for a storm giant is a tree trunk relative to a toothpick for a pixie. Most toothpicks are one-use items, and a number of them might be needed to pick between each of a single individual's teeth.



Name	EP	Cost	Book/Page
Toothpick, Lightning	800	4,000	DRAG120-18

Torc and Torque



A torc is a band of precious metal that can be worn about the neck or just above the brow (similar to a crown, see page 48). Gems of inestimable value are often used to adorn the metal near the center.

Name	EP	Cost	Book/Page
Torc, Gods, of the	Relic	P	2108-060
Torque, Goddess	2,500	25,000	FR02-61

Torch



A burning torch can illuminate a 40′ radius. Although very lightweight, a torch can be used as a bludgeoning weapon that causes approximately one-half normal club damage (1-3 points of damage). Flaming torches can be quite effective weapons against highly flammable creatures such as mummies.

Name	EP	Cost	Book/Page
Torch, Continual Fire	800	4,000	SJR2-70
Torch, Control	200	2,000	DRAG030-36

Totem



A totem is a permanent magical item usable only by a shaman. Most totems focus the shaman's magical abilities when either held in the shaman's hands or placed on top of a totem pole. When on a totem pole, the totem gives powers and abilities to all villagers within a specified radius. When in the hands of the shaman, the skull gives additional power only to the shaman.

Name	EP	Cost	Book/Page
Totem, Bison Skull	5,000	50,000	DUNG032-63

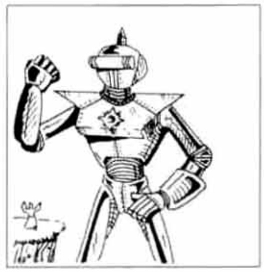
Towel



The mage Frantasy invented the *ever-clean towel* after his nephew visited his home and left a small mountain of soiled towels and filthy carpets. This one-foot-square cloth cannot be stained or dirtied in any way. It can be torn or burned, however.

Name	EP	Cost	Book/Page
Towel, Ever-Clean	400	2,000	DRAG030-36

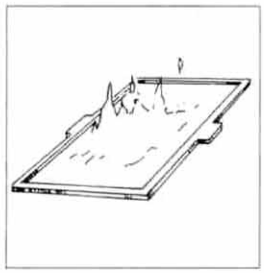
Transforming Gargantoid



This is a huge, man-shaped battle machine made from a gargantuan metal golem. It is imbued with limited shape changing powers. It looks like a huge red and yellow iron man. It can change its shape, altering its four limbs and head to imitate a shark's fins and snout, or an eagle's wings, tail, and beak. A door not visible from more than 30 feet away opens on the gargantoid's back, allowing a crew to get inside. Small ladder rungs lead up the golem's side to the door.

Name	EP	Cost	Book/Page
Transforming Gargantoid, Jaggar's	8,500	873,500	AC11-059

Tray



Kaylan's wooden tray is eight inches wide and 11 inches long. On command, it will burn as a normal, small campfire for eight hours a day. The fire can be used for cooking or for warmth. The user can extinguish the flames on command. The flames do not harm the tray.

Name	EP	Cost	Book/Page
Tray, Kaylan's Wooden	300	3,000	POLY043-23

Treatise



This dangerous item appears to be and functions as a *tome of translation.* It functions benignly until the user transcribes a racial language from a a monster of six hit dice or more. At that time, the user stares at the pages, sighs, falls asleep, and the book crumbles to dust.

Name	EP	Cost	Book/Page
Treatise, Tedium	400	4,000	AC04-066

Tree



Magical trees grow, change with the seasons, and require light, soil, air, and water to live, just as normal trees do. Each magical tree has at least one special magical ability that can be used by those who live near it.

Name	EP	Cost	Book/Page
Tree, Great	Relic	P	2013-052
Tree, Life	Relic	P	GAZ05-69

Trident

A trident is a long pole, four to eight feet long, with a three-tined metal fork on one end. On land, it is not used as a weapon by professional armies, but has seen some limited use by peasants (and by gladiators in some cultures). The trident is normally used for fishing. It can be used with one or two hands. Several aquatic races, such as locathah, mermen, sahuagin, and tritons, use tridents as their weapon of preference. Underwater, where slashing weapons are useless, a trident's triple points can be formidable.



Name	EP	Cost	Book/Page
Trident +1	800	3,500	2100-186
Trident +2	1,250	6,500	2100-186
Trident +3	1,500	12,500	2100-186
Trident +4	2,000	15,000	2100-186
Trident +5	2,500	17,500	2100-186
Trident, Blessed +4	2,400	16,000	DLR1-80
Trident, Breathing	600	3,000	1013-58
Trident, Charming	800	4,000	1013-58
Trident, Cursed −1	—	400	*new item*
Trident, Cursed −2	—	600	*new item*
Trident, Cursed −3	—	800	*new item*
Trident, Deceiving	200	1,000	1013-58
Trident, Defending	800	4,000	1013-58
Trident, Defending +1	1,800	11,000	*new item*
Trident, Deflecting	800	4,000	1013-58
Trident, Draining	1,000	5,000	1013-58
Trident, Extinguishing	800	4,000	1013-58
Trident, Finding	2,000	10,000	1013-58
Trident, Fish Command +1	500	4,000	2100-186
Trident, Fish Command +2	750	6,000	*new item*
Trident, Fish Control	600	5,000	2003-24
Trident, Flaming	1,200	6,000	1013-58
Trident, Flying	1,000	5,000	1013-58
Trident, Healing	3,000	15,000	1013-58
Trident, Hiding	1,200	6,000	1013-58
Trident, Holding	1,000	5,000	1013-58
Trident, Lacedons +1/+3	1,000	8,000	DRAG048-12
Trident, Lightning	4,000	20,000	1013-58
Trident, Oljatt Sea +2	1,500	12,000	2023-088
Trident, Phlogiston, of the, +4	1,800	18,000	1072a-88
Trident, Planes, of the	2,000	15,000	*new item*
Trident, Reptiles +1/+3	1,000	10,000	DRAG048-12
Trident, Silencing	800	3,800	1013-58
Trident, Slaying, Locathah	900	5,500	*new item*
Trident, Slaying, Mermen	900	5,500	*new item*
Trident, Slaying, Sahuagin	900	5,500	*new item*
Trident, Slaying, Triton	900	4,500	*new item*
Trident, Slicing	900	4,500	1013-58
Trident, Slowing	800	4,000	1013-58
Trident, Speeding	750	3,500	1013-58
Trident, Submission	1,250	12,500	2011-124
Trident, Translating	1,000	5,00	1013-58
Trident, Warning +1	750	7,500	*new item*
Trident, Warning +2	1,000	10,000	2100-186
Trident, Watching	1,000	2,000	1013-58
Trident, Water Elementals +1	100	600	DRAG091-62
Trident, Wishing	2,200	11,000	1013-58
Trident, Yearning −2	—	1,000	2100-186

Trumpet

A trumpet is a musical instrument resembling a bugle or coronet. Trumpets are metal, usually brass. By pursing the lips and blowing through the mouthpiece, the user can create musical melodies. A trumpet also has valves or keys that the user can manipulate to vary the tones produced by the instrument.



Name	EP	Cost	Book/Page
Trumpet, Doom	900	5,000	DRAG091-60

Tub

A tub is a wide, deep basin primarily used for bathing, but smaller tubs are often used to clean food, make wine, etc. Most tubs are round, but bathing tubs tend to be square or oval. Magical tubs generally cleaning or alter the user's body, and many automatically change size to fit the user.



Name	EP	Cost	Book/Page
Tub, Fat	300	1,500	AC04-067
Tub, Lard	400	2,000	AC04-067
Tub, Sailing	1,000	5,000	AC04-067
Tub, Taryn's	1,000	5,000	POLY043-23
Tub, Washing	600	3,000	AC04-067

Tube

Tubes are used to keep lengths of paper or parchment and whatever is written on them safe from the elements that can dull, yellow, or fade them. They are made of nearly any substance: wood, metal, leather, magically-shaped stone, etc. Tubes are sealed at both ends to keep them air-and watertight.



Name	EP	Cost	Book/Page
Tube, Scroll Holding	1,000	4,000	DRAG073-40

Tun

Tuns are large casks or barrels used to store water, wine, ale, and other liquids. Most tuns are made of wood and have a cork near the bottom of the sidewall. When tipped upside down, the owner can pull the cork out and install a tap which makes dispensing the tun's contents much easier. See the Barrel and Cask entries for more information.



Name	EP	Cost	Book/Page
Tun, Ale	800	4,000	AC04-067
Tun, Cursed Ale	—	1,000	AC04-067

Name	EP	Cost	Book/Page

Turban



A turban is a long strip of fabric wrapped around the head. It is common in the Land of Fate. If wrapped around a skull cap, a turban forms a flattened sphere. If wrapped around a fez or other support, the turban is taller, rounder, and more impressive. The turban wrap is often held in place by a pin or brooch, particularly if the wearer is wealthy or powerful.

Name	EP	Cost	Book/Page
Turban, Black, Tusmit	1,000	2,000	2023-084
Turban, Brown, Tusmit	500	2,000	2023-084
Turban, Grey, Tusmit	100	3,000	2023-084
Turban, Red, Tusmit	1,000	2,500	2023-084
Turban, White, Tusmit	1,500	3,000	2023-084

Turret



A turret is a rotating platform, usually mounted on a ship or spelljammer. Weapons installed in turrets can be turned to face different targets quickly. Turrets can also provide partial protection for the weapon's crew. Protected turrets are available at double the initial cost, they provide 50% cover (improves AC by 4) to the crew manning that heavy weapon. Small weapons can be moved easily without a turret, but they can benefit from the cover a turret provides.

Name	EP	Cost	Book/Page
Turret, Heavy +1	2,000	10,000	1072a-88
Turret, Heavy +2	4,000	20,000	1072a-88
Turret, Heavy +3	8,000	40,000	1072a-88
Turret, Light +1	800	4,000	1072a-88
Turret, Light +2	1,600	8,000	1072a-88
Turret, Light +3	3,200	16,000	1072a-88
Turret, Medium +1	1,000	5,000	1072a-88
Turret, Medium +2	2,000	10,000	1072a-88
Turret, Medium +3	4,000	20,000	1072a-88

Twine



Twine is a type of light, thin rope or heavy string. Unlike rope or string, twine tends to be rougher on the hands, as the threads and strands in it often jut out from the weave. See the Rope, Thread, and String entries for more information.

Name	EP	Cost	Book/Page
Twine, Thorn	700	3,500	DRAG005-09

Urn



An urn is a vase or pot with a rounded bottom and a wide mouth. Urns have round or fluted bases to keep them from falling over. Most urns also are equipped with tight-fitting covers. Urns also tend to be decorative, and usually are made of precious materials or are heavily ornamented, or both.

Name	EP	Cost	Book/Page
Urn, Ashes	800	4,000	AC04-068
Urn, Awakening	1,000	5,000	AC04-068
Urn, Curses	—	800	AC04-068
Urn, Hindsight	1,100	5,500	LNR1-94
Urn, Silver & Bronze	2,000	10,000	2121-147
Urn, Water Purification	1,500	15,000	1072a-90

Vacuum



This is a built-in house cleaning device powered by a captive air elemental or vortex. The main unit in the device is a small, dome-shaped cage made of fine metal mesh about 16" in diameter. A small air elemental is confined within the cage. The cage itself is enclosed in the receiving bin, where all the trash winds up.

Name	EP	Cost	Book/Page
Vacuum, House	100	10,000	AC11-057

Vane



A vane is a flat object that resists the wind. When mounted on a freely moving pivot, a vane swings in the wind until it reaches the point of least resistance. This shows even casual observers which way the wind is blowing. Many farmers and ranchers place a metallic rendition of their favorite animal (or the animal they raise) on the vane, giving the "weather vane" a personal touch.

Name	EP	Cost	Book/Page
Vane, Location, Greater	2,000	10,000	1072a-90
Vane, Location, Lesser	1,000	5,000	1072a-90

Veil

A veil is a piece of sheer, cloth or mesh used to cover the hair or the face or both. The veil is an essential garment in cultures that do not allow people to show their hair or face in public. Other cultures use veils during ceremonies, such as weddings. Pieces of light veil that rustle and flow with every tiny movement or breath of wind are very fashionable in some places.



Name	EP	Cost	Book/Page
Veil, X-Ray Vision	1,000	5,000	LNA1-68

Vessel

The *Wo-ha Ui-jung* are ten magical drinking cups that were fashioned with arcane powers by the Han. Each is carved in the shape of a different animal, and their powers have played a major role on Koryo's past and present. There is a legend that the character who gathers all the Wo-ha Ui-jung together again will be the first emperor of the world.



Name	EP	Cost	Book/Page
Vessel, Wo-ha Ui-jung, Coiled Dragon	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Dancing Hart	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Laughing Hare	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Leaping Fish	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Sitting Bull	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Sitting Dog	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Sitting Monkey	1,200	12,000	1032-124
Vessel, Wo-ha Ui-jung, Squatting Toad	1,200	12,000	1032-124
Vessel, Wo-ha Ui-jung, Standing Bear	1,200	12,000	1032-125
Vessel, Wo-ha Ui-jung, Standing Monkey	1,200	12,000	1032-124

Vest

A vest is a close-fitting and waist-length piece of clothing. It is sleeveless and buttons tightly at the midriff, opening at the chest to show shirt (and sometimes neckerchief or cravat) beneath.



Name	EP	Cost	Book/Page
Vest, Missile Attraction	—	1,200	AC04-068
Vest, Missile Protection	2,000	10,000	AC04-068

Vestment

Vestments are unusually fine and elaborate garments worn by priests during ceremonies and religious observances. Vestments' style, fabric, and hue vary from faith to faith. Many of these robes possess magical powers and may be used in combination with other protective devices and magical items.



Name	EP	Cost	Book/Page
Vestment, Power, Greater	3,000	30,000	FA1-50
Vestment, Power, Lesser	1,800	18,000	FA1-50

Vial

A *vial of durance* is an iron container, three inches long and a finger's breath in diameter. It can confine one or more magical creatures indefinitely. The vial has no opening, but the silver runes engraved on it often include the command words necessary to trap and release a captive. The vial often appears as an ornament on a necklace, bracer, or other item.



Name	EP	Cost	Book/Page
Vial, Durance	150	1,500	HWA2-63

Violin

A violin is a small stringed instrument, approximately two-feet long. It has four (and sometimes five) strings that create musical tones when stroked with a bow. A violin player tucks the instrument under his chin near the collarbone, and holds it with one hand; he works the bow with the other hand.



Name	EP	Cost	Book/Page
Violin, Extreme	1,000	5,000	POLY023-23
Violin, Game	500	2,500	POLY023-23
Violin, Saxon	1,000	5,000	POLY02 3-23
Violin, Unnecessary	500	2,500	POLY023-23

Wakizashi

A wakizashi is an oriental short sword, similar to a katana (oriental long sword). Both have single-edged, slightly curved blades that end blunt tips. Like the katana, the wakizashi may be named for some past deed or event. The wakizashi and katana are normally worn as a pair by samurai characters. This is custom is known as daisho (long and short).



Name	EP	Cost	Book/Page
Wakizashi, Honor +4	1,200	12,000	1072a-90

Wand

Wands are magical devices used to create spell-like effects. They are slender, and usually about a foot long. They are made of ivory, bone, or wood and are often tipped with something metal, crystal, stone, or other semi-precious material. They tend to be fragile and must be handled carefully. Because of this, they are often kept in cases. Unless inapplicable or otherwise specified, spells discharged from wands function as though cast by a 6th level wizard with respect to range, duration, area of effect and damage inflicted. At the DM™'s option 1% of all wands can be trapped to backfire. Wands



are powered by charges, each use costs one or more charges. When discovered, a wand typically contains 81 to 100 (80 + 1d20) charges. Captured wands taken from defeated foes often have many fewer charges. Wands never have a greater number of charges than those listed. Most wands can be recharged according to the rules for making magical items. When a wand runs out of charges it can no longer be recharged. Like rods and staves, wands can require a command word (or phrase to operate). The DM can rule that the command word is etched in magical writing on the wand (requiring a *read magic* to translate) or he can make the character resort to such methods as *commune* spells and expensive sages.

Name	EP	Cost	Book/Page
Wand, Acidic Spheres	3,500	20,000	FOR2-74
Wand, Animal Location	1,250	10,000	DRAG073-40
Wand, Animation	2,500	15,000	POLY047-26
Wand, Anything	2,500	12,500	2017-096
Wand, Armory	600	5,000	FR04-49
Wand, Banishment	5,000	30,000	FR04-49
Wand, Buckler	500	5,000	EX2-32
Wand, Burdening	–	2,000	POLY043-21
Wand, Cold	5,000	40,000	1012-62
Wand, Color	1,000	7,000	LC2-26
Wand, Conjuration	7,000	35,000	2100-156
Wand, Corridors	4,000	20,000	2121-131
Wand, Dalamar's Lightning	5,000	35,000	2021-098
Wand, Dark, Sulhaut Mountains	1,500	8,000	2023-075
Wand, Darkness	4,000	25,000	FR04-50
Wand, Defoliation	1,000	6,000	2017-096
Wand, Displacement	2,000	15,000	DRAG102-32
Wand, Earth & Stone, Greater	1,500	15,000	2017-096
Wand, Ectal	2,000	15,000	DRAG040-29
Wand, Elemental Transmogrification	2,000	10,000	2121-131
Wand, Endless Repetition, Nidus'	3,500	25,000	FR04-48
Wand, Enemy Detection	2,000	10,000	2100-156
Wand, Eyes	3,000	20,000	FR04-51
Wand, Fear	3,000	15,000	2100-156
Wand, Fire	4,500	25,000	2100-156
Wand, Fire, Suloise	4,000	20,000	2023-075
Wand, Fireballs	2,000	16,000	2017-096
Wand, Flame Extinguishing	1,500	10,000	2100-156
Wand, Fog	1,750	8,000	DUNG014-41
Wand, Force	3,000	30,000	2017-096
Wand, Frost	6,000	50,000	2100-156
Wand, Gremlin	2,500	10,000	PC2-40
Wand, Hammerblows	1,000	8,000	FR04-51
Wand, Highfolk	4,000	18,000	2023-076
Wand, Ice Storms	2,500	20,000	2017-096
Wand, Illumination	2,000	10,000	2100-156
Wand, Illusion	3,000	20,000	2100-157
Wand, Iron	Relic	95,000	2013-037
Wand, Knock	2,500	15,000	FR04-52
Wand, Light	50	500	POLY026-22
Wand, Lightning	4,000	30,000	2100-157
Wand, Lightning Bolts	2,000	16,000	2017-096
Wand, Magic Detection	2,500	25,000	2100-157
Wand, Magic Mirrors	3,000	20,000	DRAG102-30
Wand, Magic Missiles	4,000	35,000	2100-157
Wand, Metal and Mineral Detection	1,500	7,500	2100-157
Wand, Metal Command	2,500	10,000	2017-096
Wand, Metal Detection	1,500	7,500	1012-62
Wand, Misplaced Objects	2,000	10,000	2121-131
Wand, Negation	3,500	15,000	2100-157
Wand, Obliteration	2,500	12,500	FR04-52
Wand, Ochalor's Eye	3,500	15,000	FR04-53
Wand, Orcus, of	Relic	10,000	2011-162
Wand, Paralyzation	3,500	25,000	2100-157
Wand, Peace, Bisselite	3,000	15,000	2023-075
Wand, Polymorphing	3,500	25,000	2100-157
Wand, Portraiture	1,000	25,000	LC2-29
Wand, Prime Material Pocket	5,000	25,000	2121-131
Wand, Rune, Odin's	Relic	P	2006-22
Wand, Rust	6,000	35,000	DRAG126-51
Wand, Salt	5,000	40,000	FR10-83
Wand, Secret Door and Trap Location	5,000	40,000	2100-158
Wand, Secret Door Detection	3,000	25,000	1012-62
Wand, Size Alteration	3,000	20,000	2100-158
Wand, Sleep	4,000	20,000	FR10-83
Wand, Spectre	3,000	15,000	DRAG076-17
Wand, Spider	4,000	20,000	GDQ1-124
Wand, Squid	5,000	20,000	U3-44
Wand, Steam & Vapor	4,500	25,000	2017-097
Wand, Storms, Scant	6,000	40,000	2023-075
Wand, Teeth	3,500	15,000	FR04-53
Wand, Trap Detection	3,000	25,000	1012-62
Wand, Viscid Globs	4,500	25,000	GDQ1-124
Wand, Warding	4,000	20,000	FR04-54
Wand, Water-Finding	2,000	10,000	FR10-83
Wand, Whips	2,500	12,000	FR04-54
Wand, Witch	2,000	10,000	DRAG005-07
Wand, Wonder	6,000	10,000	2100-158
Wand, Wonder, A	6,000	10,000	T1:4-126
Wand, Wonder I	6,000	10,000	DRAG147-39
Wand, Wonder II	6,000	10,000	DRAG147-39
Wand, Wonder III	6,000	10,000	DRAG147-40
Wand, Wonder IV	6,000	10,000	DRAG147-40
Wand, Wonder, Alternate	1,200	12,000	POLY058-10
Wand, Wondrousness	6,000	10,000	POLY048-24
Wand, Yatil, Zooming	3,500	17,500	2023-076
Wand, Zadron's	2,000	10,000	DRA G062-68

Warrior



Deep within a hidden mountain sepulcher lie five crystalline warriors awaiting the call to defend the country of Tabot (in the land of Kara-Tur on the planet Toril) against monstrous odds.

Name	EP	Cost	Book/Page
Warrior, Crystal, Crystalline	Relic	70,000	1032-077
Warrior, Crystal, Diamond	Relic	70,000	1032-077
Warrior, Crystal, Glass	Relic	70,000	1032-077
Warrior, Crystal, Jade	Relic	70,000	1032-077
Warrior, Crystal, Rainbow	Relic	70,000	1032-077
Warrior, Crystal, Ruby	Relic	70,000	1032-077

Watch

The *pocket watch of Nirvana* is a small, very rare device that can transport the user to the plane of Nirvana. The watch also keeps perfect time according to the yearly cycle of the sun and never needs rewinding. The watch is solid gold and has two long, thin gold chains that run through a metal hoop at the top of the watch.



Name	EP	Cost	Book/Page
Watch, Pocket, Nirvana	1,000	5,000	2121-146

Watershoe

This invention consists of two narrow wooden boxes, each six feet long. The user's feet fit in holes in the middle of each box. The watershoes float and contain leather mechanisms that must be wound up before use. When released the mechanisms drive small propellers which push the watershoes forward through the water.



Name	EP	Cost	Book/Page
Watershoe, Ambreville's	50	250	AC11-090

Wax

Pure, rare wxes can hold an enchantments if mixed with the proper materials. Magical wax can be found in any size, shape, or color, but the gem powder in it makes it glitter. New magical wax is formed into bricks each four inches long, two inches wide, and one inch thick.



Name	EP	Cost	Book/Page
Wax, Careful Hearing	450	1,250	AC04-069
Wax, Ceiling	100	500	AC04-069
Wax, Fabrication	100	500	AC04-069
Wax, Hearing	300	1,500	AC04-069
Wax, Sealing	200	600	AC04-069
Wax, Waning	150	500	AC04-069

Weapon

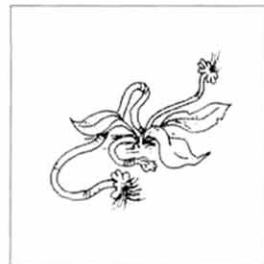
The entries in this section can be applied to any enchanted weapon. An item of *cloaked wizardry* does not radiate a dweomer, even if detected for. Intelligent weapons possess extra magical abilities. The sale and XP values for such weapons are up to the DM™. We suggest adding 300 xp and 1,500 gp, for a language or primary ability; 900 xp and 4,500 gp for an extraordinary ability (see page 187 of the DUNGEON MASTER™ Guide for details).



Name	EP	Cost	Book/Page
Weapon, Cloaked Wizardry	+100	+500	DRAG179-68
Weapon, Intelligent	Varies	Varies	2100-186

Weed

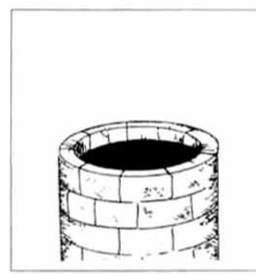
Weeds are wild plants that have magical or quasi-magical effects. These usually are released when when the weed is burned. The magic takes effect when someone inhales the smoke. A saving throw is allowed versus poisonous and other undesirable effects. See the Pipeweed entry (page 107) for more magical possibilities.



Name	EP	Cost	Book/Page
Weed, Rapture	150	900	U3-44
Weed, Witch	1,000	5,000	FR10-85

Well

Normal wells are nothing more than stone-lined holes in the ground. They penetrate the water table. and create a place where ground water can be drawn out with a bucket or pump. Magical wells can be as simple as a stone-lined hole or as elaborate as a piece of cloth that can be folded and placed in the pocket.



Name	EP	Cost	Book/Page
Well, Many Worlds	6,000	12,000	2100-181

Wheel

A wheel is normally mounted to turn on an axle (a rod connected to the wheel's center). The turning of a magical wheel often causes a number of effects that have nothing to do with travel—noise, light, heat, the movement of other parts, and so forth. Wheel sizes vary greatly depending upon their use.



Name	EP	Cost	Book/Page
Wheel, Fairy's	1,000	5,000	AC04-069
Wheel, Fire	1,800	9,000	2018-135
Wheel, Floating	1,200	6,000	1013-54
Wheel, Floating, Cursed	—	1,000	1013-54
Wheel, Fortune	2,500	12,500	1013-55
Wheel, Hasty	1,000	5,000	AC04-069
Wheel, Keening	900	4,500	POLY050-17
Wheel, Maneuverability, B	8,000	80,000	1072a-90
Wheel, Maneuverability, C	4,000	40,000	1072a-90
Wheel, Maneuverability, D	2,000	20,000	1072a-90
Wheel, Maneuverability, E	1,000	10,000	1072a-90
Wheel, Maneuverability, G	—	2,000	1072a-90
Wheel, Spinning	600	3,000	AC04-061
Wheel, Square	400	2,000	1013-55
Wheel, Wind Fire	2,000	10,000	2013-037

Whip



A whip is a rope-like device, often with several leather tails or thongs. The tails on some whips have metal barbs, broken glass or crystal, or other sharp objects attached. These whips are often called scourges. A similar device, the cat-o-nine-tails, is a nine-tailed whip with knots tied in each thong. The common whip is not so much a weapon as it is a means of inflicting great pain.

Name	EP	Cost	Book/Page
Whip +1	800	2,500	*new item*
Whip +2	1,600	7,500	*new item*
Whip +3	2,400	12,500	*new item*
Whip +4	3,200	17,500	*new item*
Whip, Amatar, Greater	950	9,500	FR11-45
Whip, Amatar, Lesser	650	6,500	FR11-45
Whip, Breathing	2,500	12,500	1013-58
Whip, Charming	1,000	7,000	1013-58
Whip, Deceiving	200	2,000	1013-58
Whip, Defending	1,000	5,000	1013-58
Whip, Deflecting	2,000	10,000	1013-58
Whip, Draining	1,500	7,500	1013-58
Whip, Extinguishing	1,500	7,500	1013-58
Whip, Fangs	1,000	500/head	FOR2-82
Whip, Finding	1,000	12,000	1013-58
Whip, Flaming	800	3,200	1013-58
Whip, Flying	1,000	7,500	1013-58
Whip, Frost/Fire/Fear	10,000	50,000	FRE1-42
Whip, Healing	5,000	40,000	1013-58
Whip, Hiding	1,500	7,500	1013-58
Whip, Holding	2,000	10,000	1013-58
Whip, Lightning	4,000	30,000	1013-58
Whip, Malebranche, of the	3,000	30,000	2009-22
Whip, Silencing	1,000	5,000	1013-58
Whip, Slaying, Deity	9,000	45,000	2006-68
Whip, Slaying, Demon	4,500	22,500	2006-68
Whip, Slaying, Evil	900	4,500	2006-68
Whip, Slaying, Law	900	4,500	2006-68
Whip, Slicing	7,000	35,000	1013-58
Whip, Slowing	1,000	7,000	1013-58
Whip, Speeding	2,500	20,000	1013-58
Whip, Summoning	3,000	15,000	2006-43
Whip, Tailrazor	7,000	35,000	DLE3-063
Whip, Translating	1,000	10,000	1013-58
Whip, Watching	2,500	7,500	1013-58
Whip, Wishing	2200	11,000	1013-58
Whip, Zeif +2	800	5,000	2023-088

Whistle



A whistle is a hollow tube of metal, wood, or reed with a small hole at one end that serves as a mouthpiece. Another hole in the side of the tube allows air to be blown through the whistle and resonate. Magical whistles usually must be commanded and the blown to produce their magical effects.

Name	EP	Cost	Book/Page
Whistle, Axewood	3,500	32,000	2023-086
Whistle, Dragon	200	2,000	DLA1-057
Whistle, Gateway	6,000	60,000	DLA1-057
Whistle, Herding	500	2,500	DRAG073-37
Whistle, Shrieking	1,000	5,000	LC4-11

Wife



Ilmarinen's wife appears to be a metal golem that resembles an extremely attractive human female clad in robes. The entire golem is made of a sparkling mixture of gold and silver. It can speak any language that it hears, and possesses other powers that make it a valuable companion and guardian.

Name	EP	Cost	Book/Page
Wife, Ilmarinen	Relic	P	1021b-63

Winch



A winch is a lifting and pulling device that consists of a number of wheels, ropes, and pulleys. By using a winch a person can lift or haul far more weight than he or she could ever hope to move normally.

Name	EP	Cost	Book/Page
Winch, Power	4,000	32,000	POLY043-22

Window



A magical window is simply a small square or rectangular frame, lacking glass, that appears identical to a normal window frame except for its size. It can be as small as one inch square or as large as 10 feet across. All magical windows enlarge on command to a maximum of five times their original size. They all shrink back to their original size with a second command word. A window may be held in place for up to one hour per use. A window cannot be removed for at least one round after use or it will vanish. A window has no effect on magical doors or walls of any kind.

Name	EP	Cost	Book/Page
Window, Display	—	1,000	AC04-71
Window, Dressing	1,500	7,500	AC04-71
Window, Opacity	1,000	5,000	AC04-71
Window, Peeping	1,600	8,000	AC04-71
Window, Spying	2,000	10,000	AC04-71
Window, Visiting	—	1,000	AC04-71

Wine

Wine is an alcoholic drink made from fermented fruit. A wine's taste varies greatly according the type of fruit and process used to make it. Such fruits can include grapes, apples berries, and others. Wine spoils if not kept in an airtight container. Contrary to popular belief, spoiled wine does not turn into vinegar; it simply becomes undrinkable.



Name	EP	Cost	Book/Page
Wine, Eternity	1,500	10,000	1060-120

Wing

Wings are magical devices that generally allow the wearer to fly just like a bird. The user cannot levitate or hover, but must flap the wings and move forward to stay aloft. Some wings attach theselves to the user's shoulders, and some must be strapped on like a backpack.



Name	EP	Cost	Book/Page
Wing, Dragon	10,000	50,000	DLE3-062
Wing, Flying	750	7,500	2100-181
Wing, Morphail's Night	350	3,500	AC11-092
Wing, Rakers	1,000	9,500	2023-086

Wool

Wool is the soft, curly hair that forms the fleece of sheep, goats, and other animals. The fine hairs have minute, overlapping scales that help them clump together to form a watertight mass. To be made into a garment, wool must be sheared from the animal, washed, spun into thread, and finally woven into cloth.



Name	EP	Cost	Book/Page
Wool, Lapland	500	2,500	2006-44
Wool, Magic	1,000	5,000	2013-052

Wristband

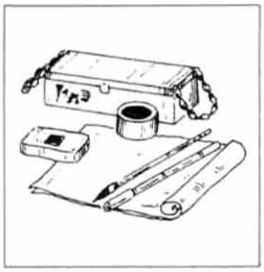
A wristband is a kind of bracelet (see page 35). The one described here is made of silver. One side is engraved with the image of a horse. The reverse side is etched with the command word that activates the item.



Name	EP	Cost	Book/Page
Wristband, Equus	1,200	6,000	DUNG022-34

Writing Set

The wondrous writing set comes in a lacquered box and contains a brush, inking stone, and inkwell with ink. When used for writing, the set improves the character's calligraphy proficiency by +2. Furthermore, if the character has a sample of a person's handwriting, he can create a perfect forgery of that handwriting.



Name	EP	Cost	Book/Page
Writing Set, Wondrous	3,000	15,000	2018-135

Xanthippe

This item appears to be a tiny statue of a shrew. When properly commanded, the shrew grows to giant size and obeys the user. However, another command word makes the statue immediately begin loudly criticizing the user; all within 60 feet understand the words. This speech continues for its full duration but the being returns to a statue form on command.



Name	EP	Cost	Book/Page
Xanthippe, Annoyance	700	3,500	AC04-072

Xebec

This item appears and functions as a *sword +1* in all respects. When immersed in water and the commanded, it turns into a three-masted ship with sails. The xebec remains in ship form for as long as desired, and a second command returns it to sword form. The xebec can only be damaged by magical attacks or by creatures with 12 or greater hit dice.



Name	EP	Cost	Book/Page
Xebec, Xiphoid	9,000	45,000	AC04-072

Xylograph

This item is a wooden slab one inch thick and one foot square. Upon command, it transcribes the the users words, carving them backwards as grooves into its wood. At a second command, the grooves fill in with ink, and the xylograph can then be pressed against a wall, parchment, etc., printing its message on the surface. Once the words are printed, the xylograph returns to its original; featureless state. After the initial command word, the user may also inscribe a drawing of some sort simply by using one finger to trace the lines desired. The xylograph functions only once per day. It becomes non-magical if damaged by fire.



Name	EP	Cost	Book/Page
Xylograph	1,000	5,000	AC04-072

Yo-Yo



The *yo-yo of fate* looks like a normal toy. It is bright cherry-red, with a string that glows faint yellow. It adds +1 to the user's saving throws and a +2% to all bardic abilities. Most of the time, it functions as a normal yo-yo. However, when the user desires, the yo-yo allows its owner to alter fate during the course of a day. When used to alter fate, the yo-yo's string is shortened by 1″ for every +1 bonus added to a 1d20 die roll. When the string reaches zero length, the yo-yo becomes non-magical.

Name	EP	Cost	Book/Page
Yo-Yo, Fate 3″	1,500	1,800	DRAG134-44
Yo-Yo, Fate 5″	2,500	3,000	DRAG134-44
Yo-Yo, Fate 6″	4,500	5,400	DRAG134-44
Yo-Yo, Fate 13″	6,500	7,800	DRAG134-44
Yo-Yo, Fate 17″	8,500	11,400	DRAG134-44
Yo-Yo, Fate 20″	10,000	12,000	DRAG134-44

Yoke



Yokes are devices that can be used to harness a pair of oxen or other large animals to the will of the bearer. The yoke is often attached to some kind of vehicle so the animals can be used for locomotion. More commonly, animals are yoked to a plow for agricultural work.

Name	EP	Cost	Book/Page
Yoke, Boar Harnessing	800	4,000	FR02-61
Yoke, Flight	600	3,000	FR02-61
Yoke, Irritation	—	1,200	AC04-072
Yoke, Obedience	2,500	4,000	AC04-072
Yoke, Practical	1,200	5,000	POLY023-23
Yoke, Underwater Action	2,000	10,000	FR02-62

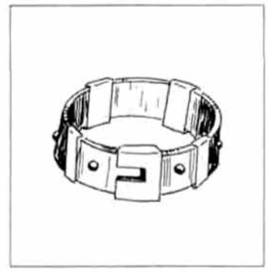
Zither



This musical instrument is shaped like a flat box with strings attached. When the types described here are strummed and commanded, all zombies within 60′ are affected by the music in accordance to the rules laid out for each item.

Name	EP	Cost	Book/Page
Zither, Zombie Control	7,000	25,000	AC04-073
Zither, Zombie Protection +1	1,000	5,000	AC04-073
Zither, Zombie Protection +2	2,000	10,000	AC04-073
Zither, Zombie Protection +3	3,000	15,000	AC04-073
Zither, Zombie Protection +4	4,000	20,000	AC04-073
Zither, Zombie Protection +5	5,000	25,000	AC04-073

Zoster



A zoster is a very thick and wide belt; they are intended to support the wearer's abdomen to reduce the risk of injury when lifting or performing other feats of strength. Zosters are not designed to be accessories; however, belt pouches, scabbards, and other objects can be hung from it, allowing the wearer easy access to the contents.

Name	EP	Cost	Book/Page
Zoster, Zeal	6,000	20,000	AC04-073
Zoster, Zoophobia	—	1,800	AC04-073

Zwieback



This dry, crusty bread is magically useful in wine production. If dipped into a wineskin filled with inferior wine, the liquid changes to an excellent beverage that can be sold for ten times the original price. The piece of zwieback disintegrates when used. Each package of zwieback contains 2d10 pieces when found. Moisture disintegrates the cracker on contact.

Name	EP	Cost	Book/Page
Zwieback, Zymurgy	1,000	4,000	AC04-073

Randomizing Charts

When possible, the DM should select the magical items he gives out in the campaign. Sometimes, however, the DM has more pressing game matters to worry about. To select magical items randomly, roll on Table 1 below. This table directs the DM to the specific categories in Tables **A** through **S**. Table 1 is almost identical Table 88 in the DUNGEON MASTER™ Guide, except that it includes an entry for pun items.

Table 1: Magical Items

D20 Roll	Category	Reference Tables
01-20	Potions and Oils	A1-A12
21-35	Scrolls	B1-B6
36-40	Rings	C1-C7
41	Rods	D
42	Staves	E
43-45	Wands	F
46	Miscellaneous Magic: Books, Librams, Manuals and Tomes	G1-G5
47-48	Miscellaneous Magic: Jewels and Jewelry	H1-H13
49-50	Miscellaneous Magic: Cloaks, Robes, and Clothing	I1-I5
51-52	Miscellaneous Magic: Boots and Gloves	J1-J10
53	Miscellaneous Magic: Girdles and Helms	K1-K7
54-55	Miscellaneous Magic: Bags and Bottles	L1-L17
56	Miscellaneous Magic: Dusts and Stones	M1-M13
57	Miscellaneous Magic: Household Items	N1-N15
58	Miscellaneous Magic: Musical Instruments	O1-O4
59-60	Miscellaneous Magic: The Weird Stuff	P1-P22
61	Miscellaneous Magic: The Pun Items[1]	Q1-Q5
63-77	Armor and Shields	R1-R8
78-00	Weapons	S1-S28

[1] Or roll again.

Table A: Elixirs, Oils, Philters, and Potions

Table A: Preliminary Table

Roll	Table
01-07	Table A1: Oils (A-C)
08-14	Table A2: Oils (C-G)
15-23	Table A3: Oils (H-M)
24-31	Table A4: Oils (N-Z)
21-40	Table A5: Potions (A-C)
41-49	Table A6: Potions (C-C)
50-58	Table A7: Potions (C-E)
69-66	Table A8: Potions (E-I)
67-75	Table A9: Potions (I-M)
76-84	Table A10: Potions (M-R)
85-96	Table A11: Potions (R-Z)
97-00	Table A12: Miscellaneous

Table A1: Oils

Roll	Item
01-06	Acid Resistance
07-09	Agelessness
10-12	Allspice
13-15	Anger
16-17	Animation
18-19	Anise
20	Aphrodisia
21	Aphrodisiac, Starella's
22-24	Arabian Nights
25-27	Ares
28-30	Armor
31-32	Aroma, Dreams
33-35	Attraction
36-38	Attractiveness
39-43	Beauty
44-46	Bergamot
47-48	Blood, Bat
49-51	Blood, Dragon
52-53	Bottom #23
54-56	Bull
57-60	Buoyancy
61-64	Carnation
65-67	Chocolate
68-70	Citronella
71-73	Civet
74-76	Cleo May
77-79	Cloaking
80-82	Commanding
83-85	Concentration
86-88	Confusion
89-91	Conquering, Glory
92-94	Conquering, High
95-97	Controlling
98-00	Crab Apple

Table A2: Oils

Roll	Item
01-03	Crossing
04-06	Cumin Seed
07-09	Curdled Death
10-11	Curse, Bruno's
12-14	Cypress Seed
18-19	Desire Me
20-22	Dexterity
23-27	Disenchantment
28-29	Do As I Say
30-31	Double Cross
32-34	Dream
35-37	Dryad
38-40	Elasticity
41-43	Elemental Invuln. Air
44-46	Elemental Invuln. Earth
47-49	Elemental Invuln. Fire
50-51	Elemental Invuln. Water
52-55	Enchantment
55-58	Etherealness
59-60	Eucalyptus
61-64	Exodus
65-67	Feast
68-75	Fiery Burning
76-78	Fire Stilling
79-80	Frangi Pani
81-83	Fumbling
84-85	Galangal
86-87	Gardenia
88-89	Get Away
90-91	Grape
92-95	Grass, Five Finger
96-00	Great Devotion

Table A3: Oils

Roll	Item
01-02	Hair Replacement
03-04	High John the Conqueror
05-06	Honeysuckle
07-08	Horridness
09-11	Hypnotic
12-14	Hyssop
15-16	Immovability
17-19	Impact
20-21	Insect Ward, Murdock's
22-24	Invisibility
25-27	Invulnerability
28-30	Invulnerability, Elemental
	Invulnerability, Elem. Plane
31-32	Air
33-34	Ash
35-36	Dust
37-38	Earth
39-40	Fire
41-42	Ice
43-44	Lightning
45-46	Magma
47-48	Mineral
49-50	Ooze
51-52	Radiance
53-54	Salt
55-56	Smoke
57-58	Steam
59-60	Vacuum
61-62	Water
63-64	Jamaica
65-66	Jinx Removing
67-68	Kludde
69-70	Lavender
71-72	Life
73-74	Life, New
75-80	Lighting
81-82	Lightning Bolts
83-84	Lily of the Valley
85-86	Lorn
87-88	Magnolia
89-90	Manpower
91-92	Mercury
93-94	Metal Fatigue
95-96	Mojo
97-98	Moon
99-00	Musk

Table A4: Oils

Roll	Item
01-02	Narcissus
03-05	Nine Mystery
06-08	Obeah
09-11	Obedience
12-14	Olibanum
15-17	Phosphorescence
18-19	Phosphorus
20-21	Pickpocket
22-24	Power
24-25	Preservation
26-27	Primrose
28-29	Reversible
30-31	Romance
32-33	Rosemary
34-35	Rue
36-37	Rust Proofing
38-39	Sandalwood
40-41	Scents
42-43	Scribes
44-45	Scrying
46-47	Sharpness +1
48-49	Sharpness +2
50-51	Sharpness +3
52-53	Sharpness +4
54-56	Sharpness +5
57-59	Slickness
60-62	Slipperiness
63-64	Snake
65-66	Spikenard
67-68	Spirit
69-70	Time
71-72	Timelessness
73-74	Unlocking
75-76	Verbena
77-78	Vibration
79-81	Virgin Olive
82-84	Vision
85-87	Will Power
88-90	Wintergreen
91-92	Wishing
93-95	Ylang Ylang
96-00	Zula Zula

Table A5: Potions

Roll	Item
01-02	Absorption
03-04	Advanced Meditation
05-06	Agility
07-08	Aging
09-10	All-Purpose Healing
11-12	Allergy Suppressant
13-14	Alternate Profession
15-16	Ambrosia
17-18	Anti-Magic
19-20	Anti-Sleep
21-22	Antidote
23-24	Arcane Comprehension
25-26	Archmagedom
27-28	Babblejuice
29-30	Blending
31-32	Blindness
33-34	Bloodstop
35-36	Bouncing
37-39	Brainflight
40-42	Bubbles
43-44	Bug Repellant
45-46	Burnsalve I
47-48	Burnsalve II
49-50	Burnsalve III
51-52	Cause Light Wounds
53-54	Cause Serious Wounds
55-56	Chameleon Power
57-58	Childishness
59-60	Clairaudience
61-62	Clairvoyance
63-64	Clarity
65-66	Clay
67-68	Clean And Dry
69-70	Clearwater
71-72	Climbing
73-74	Cold Resistance
75-76	Confusion
77-78	Contact Disruption
	Control Animal
79-80	All
81-82	Avian
83-84	Fish
85-87	Mammal Marsupial
88-90	MammalMarsupialAvian
91-93	Reptile Amphibian Fish
94-96	Reptile Amphibian
97-98	Superior
99-00	Control, Damage

Table A6: Potions

Roll	Item
	Control Dragon
01-02	Black
03-04	Blue
05-06	Brass
07-08	Bronze
09-10	Chiang Lung
11-12	Cloud
13-14	Copper
15-16	Evil
17-18	Gold
19-20	Good
21-22	Green
23-24	Li Lung
27-28	Mist
29-30	Pan Lung
31-32	Red
33-34	Shen Lung
35-36	Silver
37-38	T'ien Lung
39-40	White
41-42	Yu Lung
	Control
43-44	Dwarves
45-46	Air
47-48	Earth
49-50	Fire
51-52	Water
53-54	Elf/Half-Elf
55-56	Elf/Half-Elf/Human
57-58	Giant, Cloud
59-60	Giant, Fire
61-62	Giant, Frost
63-64	Giant, Hill
65-66	Giant, Stone
67-68	Giant, Storm
69-70	Gnomes
71-73	Half-Orcs
74-76	Halflings
77-79	Housecat
80-82	Human
83-85	Humanoids
86-88	Plant
89-91	Undead, Ghast
92-94	Undead, Ghost
95-97	Undead, Ghoul
98-00	Undead, Shadow

Table A7: Potions

Roll	Item
	Control
01-02	Undead, Skeleton
03-04	Undead, Spectre
05-06	Undead, Vampire
07-08	Undead, Wight
09-10	Undead, Wraith
11-12	Undead, Zombie
13-14	Corrosive Touch
15-16	Craftsmanship
17-18	Creation
19-21	Danger Detection
22-24	Deafness
25-26	Defense +1
27-28	Defense +2
29-30	Defense +3
31-32	Defense +4
33-34	Defense +5
35-36	Deftness, Dex 17
37-38	Deftness, Dex 18
39-40	Deftness, Dex 19
41-42	Deftness, Dex 20
43-44	Deftness, Dex 21
45-46	Delusion
47-48	Digestion
49-50	Digging
51-52	Diminution
53-54	Direction
55-56	Disenchantment
57-58	Dragon Armor
59-60	Dragon Breath
61-62	Dragon Sight
63-64	Dreaming
65-66	Dreamspeak
67-68	Drunkenness
69-70	Dwarfswater
71-72	Elasticity
73-74	Elemental Form, Air
75-76	Elemental Form, Earth
77-78	Elemental Form, Fire
79-80	Elemental Form, Water
81-82	Enchantment
83-84	Energy
85-86	Enlightenment
87-88	ESP
89-91	Essence, Darkness
92-94	Essence, Transference
95-97	Eternal Slumber
98-00	Ethereality

Table A8: Potions

Roll	Item
01-02	Explosions
03-04	Fire Breath
05-06	Fire Resistance
07-08	Fire Vulnerability
09-10	Firegel
11-12	Fish Summoner
13-14	Flameoil
15-16	Fluidness
17-18	Flying
19-20	Forewarning
21-22	Forgetfulness
23-24	Fortitude
25-26	Foul Water
27-28	Freedom
29-30	Fresh Air
31-32	Fright
33-34	Fur Growth
35-36	Gaseous Form
37-38	Genius
39-40	Ghast Infusion
41-42	Ghostliness
43-44	Glow Water
45-46	Gluttony
47-48	Golden Silence
49-50	Good Humor
51-52	Gray Slumber
53-54	Greensprouting
55-56	Growth
57-58	Hair Restorer
59-60	Hangover Remedy
61-62	Healing
63-64	Healing, Extra
65-66	Healing Poultice I
67-68	Healing Poultice II
69-70	Healing Poultice III
71-72	Healing, Super
73-74	Herbal Draught
75-76	Heroic Action
77-78	Heroism
79-80	Heroism, Super
81-82	Homunculus Creation
83-85	Horn, Plenty
86-88	Immiscibility Protection
89-91	Immunity, Aging
92-94	Immunity, Cursed
95-97	Immunity, Death Magic
98-00	Immunity, Disease

Table A9: Potions

Roll	Item
01-02	Immunity, Lycanthropes
03-04	Immunity, Normal Weapon
05-06	Immunity, Poison
07-08	Infravision
09-10	Inner Strength
11-12	Insulation
13-14	Invisibility
15-16	Invulnerability
17-18	Iron Handedness
19-20	Ishtar's Truth
21-22	Ivy Ointment
23-24	Kanzaz
25-26	Kindness
27-28	Language Learning
29-30	Lethargy
31-32	Levitation
33-34	Lichdom
35-36	Life Stealing
37-38	Life Suspension
39-40	Lightning Form
41-42	Longevity
43-44	Love
45-46	Luck
47-48	Luminescence
49-50	Lycanthropy, Seawolf
51-52	Lycanthropy, Werebadger
53-54	Lycanthropy, Werebear
55-56	Lycanthropy, Wereboar
57-58	Lycanthropy, Werefox
59-60	Lycanthropy, Wererat
61-62	Lycanthropy, Weretiger
63-64	Lycanthropy, Werewolf
65-66	Mage Wine
67-68	Magic Blocking
69-71	Magic Enhancement
72-74	Magic Resistance
75-76	Magic Shielding
77-78	Magnetism
79-80	Magnification
81-82	Maidenweed
83-84	Master Thievery
85-86	Merging
87-88	Mermaid's Breath
89-90	Metal Immunity
91-93	Midas Touch
94-95	Mind Damp
96-97	Mind Focusing
98-00	Mirage

Table A10: Potions

Roll	Item
01-02	Mirror Eyes
03-04	Mist, Rapture
05-06	Monster Creation
07-08	Nerve Tonic
11-12	Noxious Resistance
13-14	Nullscent
15-16	Numbing Salve
17-18	Nutrition
19-20	Open Mind
21-22	Opposite Alignment
23-24	Pain Suppression
25-26	Perception
27-28	Pestilence
29-30	Petrification
31-32	Phase
33-34	Photosynthesis
35-36	Physical Enhancement
37-38	Plant Grower
39-40	Poison
41-42	Poison Antidote, Common
43-44	Polymorph Self
45-46	Power
47-48	Protection, Missile
49-50	Pseudo Treant
51-52	Psionic Ability
53-54	Psionic Boosting, Gray
55-56	Psionic Boosting, Green
57-58	Psionic Boosting, Red
59-60	Psionic Boosting, Silver
61-62	Psionic Boosting, Violet
63-64	Psionic Boosting, White
65-66	Psionic Boosting, Yellow
69-70	Purgative
71-72	Rage
73-74	Rainbow Bridge
75-76	Rainbow Hues
77-78	Recall
79-80	Reflection
81-82	Regeneration
83-85	Rejuvenation
86-88	Resistance, Fire
89-91	Resistance, Frost
92-94	Rest
95-97	Restoration
98-00	Restoration, Mind

Table A11: Potions

Roll	Item
01-02	Resuscitation
03	Reverse Ventriloquism
04-05	Revivification
06	Safe Consumption
07-08	Sanity
09	Scent Neutralization
10-11	Scrying
12-13	Sensory Enhancement
14	Shadow
15-16	Sharp Eyes
17	Sight
20	Sleep Bestowing
21-22	Sleep Breathing
23	Sleep, Drow's
24-25	Sleeping Draught
26-27	Sleepy Breath
28	Smelling Salt
29-30	Snake Crawling
31-32	Sobriety
33	Speech
34-35	Speed
36-37	Spelljamming
38	Stamina Draught
39-40	Stone Form
41-42	Strength, Cloud Giant
43-44	Strength, Fire Giant
45-46	Strength, Frost Giant
47-48	Strength, Hill Giant
49-50	Strength, Stone Giant
50-51	Strength, Storm Giant
52	Sunlight Resistance
53	Superior Healing
54	Sustenance
55-56	Sweet Water
57-58	Swimming
59	Teleportation
60-61	Thievery
62-63	Thinness
64	Toad Skin
65-66	Tongues
67	Toughening
68-69	Tragic Heroism
70	Treasure Finding
71-72	Truth
73	Ugliness
74-75	Undead
76-77	Underground Awareness
78	Useful Appendages
79-80	Vampire
81	Vampirism
82-83	Venom
84	Ventriloquism
85-86	Visions
87-88	Vitality
89	Vulnerability
90-91	Water, Breathing
92	Water, Obscurement
93-94	Weakness
95	Whiskerbane
96-97	Wizardry
98	Worm Calling
99-00	Zorbo Fingers

Table A12: Miscellaneous

Roll	Item
	Elixir
01-04	Additional Weaponry
05-08	Golden
09-12	Health
13-16	Life
17-20	Madness
21-24	Rage
25-28	Reduction
29-32	Truth
33-36	Undead
37-40	Underground Awareness
41-44	Vitality
45-48	Youth
49-52	Ichor, Intoxication
	Philter
53-56	Beauty
57-60	Drunkenness
61-64	Durimal's Merry Blend
65-68	Durimal's Potent Draught
69-72	Durimal's Sovereign Tonic
73-77	Glibness
78-82	Love
83-87	Persuasiveness
88-92	Stammering & Stutter
93-96	Soup, Find Familiar
97-00	Wine, Eternity

Table B: Scrolls

Table B: Preliminary Table

Roll	Table
01-12	Table B1: Maps
13-33	Table B2: Scrolls (1-D)
34-53	Table B3: Scrolls (D-P)
54-73	Table B4: Scrolls (P-T)
74-94	Table B5: Scrolls (T-W)
95-00	Table B6: Miscellaneous

Table B1: Maps

Roll	Item
01-06	Distortion
07-11	Illusions
12-17	Illusions & Secret Doors
18-22	Illusions & Traps
23-28	Magic
29-33	Magic & Illusions
34-39	Magic & Secret Doors
40-44	Magic & Traps
45-50	Mapping
51-56	Mapping & Illusions
57-61	Mapping & Magic
62-67	Mapping & Secret Doors
68-72	Mapping & Traps
73-78	Misleading
79-83	Navigation
84-89	Secret Doors
90-94	Secret Doors & Traps
95-00	Traps

Table B2: Scrolls

Roll	Item
01-03	1 Spell, Level 1-4
04-07	1 Spell, Level 1-6
08-10	1 Spell, Level 2-7 Priest
11-14	1 Spell, Level 2-9
15-17	2 Spells, Level 1-4
18-21	2 Spells, Level 2-9
22-24	2 Spells, Level 2-7 Priest
25-28	3 Spells, Level 1-4
29-31	3 Spells, Level 2-9
32-34	3 Spells, Level 2-7 Priest
35-38	4 Spells, Level 1-6 Priest
39-41	4 Spells, Level 1-6
42-45	4 Spells, Level 1-8
46-48	5 Spells, Level 1-6 Priest
49-52	5 Spells, Level 1-6
53-55	5 Spells, Level 1-8
56-59	6 Spells, Level 1-6
60-62	6 Spells, Level 3-8
63-66	6 Spells, Level 3-6 Priest
67-69	7 Spells, Level 1-8
70-72	7 Spells, Level 2-9
73-76	7 Spells, Level 2-7 Priest
77-79	7 Spells, Level 4-7 Priest
80-83	7 Spells, Level 4-9
84-86	Animal Growth
87-90	Communication
91-93	Creation
94-97	Cursed
98-00	Delay

Table B3: Scrolls

Roll	Item
01-03	Domination
04-07	Equipment
08-10	Erasing
11-13	Flame Magic
14-17	Grant
08-20	Ha Rahni
21-23	Hair Loss
24-27	Illumination
28-30	Mages
31-33	Map
34-37	Mapping
38-40	Mixed Spheres
41-43	Nether
44-46	Portals
47-50	Priest's
	Protection
51-54	Acid
55-58	Air
59-63	Breath weapon, Dragon
64-67	Breath weapon, Non-dragon
68-72	Cold
73-77	Divination
78-80	Earth
81-83	Earth and Stone
84-87	Electricity
88-90	Elemental, Air
91-93	Elemental, All
94-97	Elemental, Earth
98-00	Elemental, Fire

Table B4: Scrolls

Roll	Item
	Protection
01-04	Elemental, Water
05-07	Fire
08-11	Gas
12-14	Genies, All
15-18	Genies, Any Tasked
19-21	Genies, Dao
22-25	Genies, Djinni
26-29	Genies, Efreeti
30-32	Genies, Marid
33-36	Heat
37-39	Illusion
	Lycanthrope
40-43	All
44-46	Shape-Changers
47-50	Werebear
51-54	Wereboar
55-57	Wererat
58-61	Weretiger
62-64	Werewolf
65-68	Lycanthropes
69-71	Magic
72-75	Paralyzation
76-79	Petrification
80-82	Plants
83-86	Poison
87-89	Possession
90-93	Spirits
94-96	Traps, Any
97-00	Traps, Magical

Table B5: Scrolls

Roll	Item
	Protection
01-03	Traps, Mechanical
04-06	Undead
07-10	Water Weapon
11-13	Magical Blunt
14-16	Magical Edged
17-19	Magical Missile
20-23	Non-magical Blunt
24-26	Non-magical Edged
27-29	Non-magical Missile
30-32	Questioning
33-35	Repetition
36-39	Return
40-42	Sand Magic
43-45	Sea Magic
46-48	Secrecy
49-52	Seeing
53-55	Shelter
56-58	Sorcerer's Spellcatching
59-61	1st-2nd level spells
62-65	1st-4th level spells
66-68	1st-6th level spells

Roll	Item
69-71	1st-8th level spells
72-74	Stellar Path
75-77	Suggestion
78-81	Tattoo
82-84	Timon
85-87	Transmutation
88-90	Trapping
91-94	Treasure Map
98-00	Wind Magic

Table B6: Miscellaneous

Roll	Item
01-13	Contract, Nepthas
	Paper
14-25	Form
26-38	Waxed
29-50	Writing
	Parchment
51-63	Looping
64-75	Monster Holding
76-88	Self-Protection
89-00	Tube, Scroll Holding

Table C: Rings

Table C: Preliminary Table

Roll	Table
01-15	Table C1: Rings (A-C)
16-27	Table C2: Rings (C-D)
28-44	Table C3: Rings (E-I)
45-60	Table C4: Rings (I-N)
61-76	Table C5: Rings (N-R)
77-93	Table C6: Rings (R-V)
94-00	Table C7: Rings (V-X)

Table C1: Rings

Roll	Item
	Affliction
01-02	Abjuration
03-05	Alteration
06-07	Conjuration/Summoning
08-09	Enchantment/Charm
10-12	Illusion/Phantasm
13-14	Invocation/Evocation
15-16	Divination
17-19	Necromancy
20-21	Amasis
22-23	Animal Friendship
24-26	Animal Magnetism
27-28	Annulment
29-30	Anti-Venom
31-33	Anything
34-35	Apathy
36-37	Aquatic Depth Location
38-40	Arachnid Control
41-42	Armoring
43-44	Awareness
45-47	Bard
48-49	Beauty
50-51	Black
52-54	Bladeturning
55-56	Blink
57-58	Blinking
59-61	Boccob
62-63	Bone
64-65	Branding
66-67	Burbul
68-70	Bureaucratic Wizardry
71-72	Carrot Protection
73-74	Chameleon Power
75-77	Cirulon
78-79	Clairaudience
80-81	Clear Thought
82-84	Cloaked Wizardry
85-86	Clumsiness
87-88	Comet
89-91	Command
	Command Elemental
92-93	Air
94-95	Earth
96-98	Fire
99-00	Water

Table C2: Rings

Roll	Item
	Command Para-Elemental
01-03	Ice
04-06	Magma
07-09	Ooze
10-11	Smoke Command
	Quasi-Elemental
12-14	Ash
15-17	Dust
18-20	Lightning
21-23	Mineral
24-26	Radiance
27-29	Salt
30-31	Steam
32-34	Vacuum
35-37	Compulsions, Wizzo's
38-40	Continual Churning
41-43	Contrariness
44-46	Control, Animal
47-49	Control, Arachnid
50-51	Control, Human
52-54	Control, Mammal
55-57	Control, Plant
58-60	Control, Toothache
61-63	Courtly Manner
64-66	Crius
67-69	Cursed, Great Kingdom
70-71	Curses
72-74	Dalamar's Healing
75-77	Dart
78-80	Delusion
81-83	Depetrification
84-86	Disguise
87-89	Distraction
90-91	Dizziness
92-94	Djinni Summoning
95-97	Draupnir
98-00	Drow

Table C3: Rings

Roll	Item
01-02	Eagle
03-04	Ear
	Elemental Adaptation
05-07	Air
08-09	Air & Water
10-11	All Elements
12-13	Earth
14-15	Earth & Fire
16-17	Fire
18-20	Water
	Elemental Metamorph.
21-22	Air
23-24	Earth
25-26	Fire
27-28	Water
29-30	Faerie
31-33	Fashion
34-35	Feather Falling
36-37	Fire Resistance
38-39	Fire Starting
40-41	Flying
42-43	Folly
44-46	Fortitude
47-48	Free Action
49-50	Freedom
51-52	Gargoyles
53-54	Gordon's Magic
55-57	Grasshopper
58-59	Health, CON-15
60-61	Health, CON-16
62-63	Health, CON-17
64-65	Health, CON-18
66-67	Health, CON-19
68-70	Holiness
71-72	Horned
73-74	Human Influence
75-76	Ice
77-78	Icebolts
79-80	Immunity
81-83	Impersonation
84-85	Infravision
86-87	Infravision Negation
88-89	Infravision/Ultravision
90-91	Invisibility
92-93	Invisibility &
	Inaudibility
	Invisibility Negation
94-96	Clarifier
97-98	Destroyer
99-00	Killer

Table C4: Rings

Roll	Item
01-02	Invulnerability
03-04	Jasmine Odor
05-06	Jhessail's Silver
07-09	Jolting
10-11	Jumping
12-13	Kings
14-15	Languages
16-17	Leadership, Admundfort
18-19	Life Protection
20-21	Light
22-23	Lightning Resistance
24-26	Limited Telepathy
27-28	Liquid Cooling
29-30	Liquid Identification
31-32	Lolth
33-34	Lore
35-36	Luck, Wild Coast
37-38	Lycanthropy, Bear
39-40	Lycanthropy, Boar
41-43	Lycanthropy, Rat
44-45	Lycanthropy, Tiger
46-47	Lycanthropy, Wolf
48-49	Magic Detection
50-51	Magic Missiles
52-53	Magic Resistance, 05%
54-55	Magic Resistance, 10%
56-57	Magic Resistance, 15%
58-60	Magic Resistance, 20%
61-62	Magic Resistance, 25%
63-64	Magic Resistance, 30%
65-66	Magic Resistance, 35%
67-68	Magic Resistance, 40%
69-70	Magic Resistance, 45%
71-72	Magic Resistance, 50%
73-74	Margoyle
75-77	Marking
78-79	Memory
80-81	Message
82-83	Mind Shielding
84-85	Money
86-87	Moodarvian Emotion
	Sight
88-89	Smell
90-92	Sound
93-94	Taste
95-96	Touch
97-98	Necromancer
99-00	Neutralization

Table C5: Rings

Roll	Item
01-02	Nibelungen
03-04	Night
05-07	Oak
08-09	Opposition
10-11	Orbus
12-13	Phantom Form
14-15	Pomarj, Goblin
16-17	Pomarj, Ogre
18-20	Pomarj, Orc
21-22	Protection +1
23-24	Protection +1 5'
25-26	Protection +2
27-28	Protection +2 5'
29-30	Protection +3
31-33	Protection +3 5'
34-35	Protection +4 AC, +2 Saves
36-37	Protection +6 AC, +1 Saves
38-39	Protection, Charming
40-41	Quick Action
42-43	Quickness
44-46	Rahasia
47-48	Rakhamon
49-50	Ram
	Randomness
51-52	Bless
53-54	Continual Light
55-57	Cure Blind/Deafness
58-59	Cure Light Wounds
60-61	Heat Metal
62-63	Protection from Evil
64-65	Remove Fear
66-67	Range Extension
68-69	Readiness
70-72	Regeneration
73-74	Regeneration, Rapid
77-78	Remedies
	Resistance
79-80	Abjuration
81-83	Alteration
84-85	Breath Weapon
86-87	Conjuration/Summoning
88-89	Enchantment/Charm
90-91	Illusion/Phantasm
92-93	Invocation/Evocation
94-96	Divination
97-98	Necromancy
99-00	Reversion

Table C6: Rings

Roll	Item
01-02	Rhyming
03-04	Safety
05-06	Seeing
07-09	Serpent, Set
10-11	Serten's Spell Immunity
12-13	Servitude
14-15	Shape Changing
16-17	Shocking Grasp
18-19	Shooting Stars
20-21	Silence
22-23	Silence
24-26	Spell Eating
27-28	Spell Holding
29-30	Spell Storing
31-32	Spell Turning
33-34	Star, Korala
35-36	Strength, 18/00
37-38	Strength, 19
39-40	Strength, 20
41-43	Strength, Cursed
	Summoning Genie
44-45	Dao
46-47	Djinni
48-49	Efreeti
50-51	Marid
52-53	Noble Dao
54-55	Noble Djinni
56-57	Noble Efreeti
58-60	Noble Marid
61-62	Survival
63-64	Sustenance
65-66	Swimming
67-68	Tasslehoff's Magic Mouse
69-70	Telekinesis, 025 lbs
71-72	Telekinesis, 050 lbs
73-74	Telekinesis, 100 lbs
75-77	Telekinesis, 200 lbs
78-79	Telekinesis, 400 lbs
80-81	Teleport, Halaster's
82-83	Teleportation
84-85	Telkroth's
86-87	Thunder
88-89	Tongues
90-92	Trobriand
93-94	Truth
95-96	Truthfulness
97-98	Truthlessness
99-00	Vapors

Table C7: Rings

Roll	Item
01-05	Vizier
06-10	Warmth
11-15	Water Adaptation
16-20	Water Walking
21-25	Weakness
26-30	Windwarding
31-35	Wishes (1)
36-40	Wishes (2)
41-45	Wishes (3)
46-50	Wishes (4)
51-55	Wishes, Multiple
56-60	Wizardry, Dbl 1st
61-65	Wizardry, Dbl 1st & 2nd
66-70	Wizardry, Dbl 1st thru 3rd
71-75	Wizardry, Dbl 2nd
76-80	Wizardry, Dbl 3rd
81-85	Wizardry, Dbl 4th
86-90	Wizardry, Dbl 4th & 5th
91-95	Wizardry, Dbl 5th
96-00	X-Ray Vision

Table D: Rods

Roll	Item
01-02	Absorption
03-04	Aerdi Sea
05-06	Alertness
07-08	Beguiling
09-10	Blind Walking
11-12	Cancellation
13	Climbing
14-15	Dancing, Multiple
16-17	Death
18-19	Diplomacy, Furyondy
20-21	Distortion
22-23	Dominion
24-25	Ebony Standards
26-27	Entrapment
28-29	Flailing
30-31	Generalship
32-33	Health
34-35	Immobile Insects
36-37	Indestructibility
38	Inertia
39-40	Leadership
41-42	Lordly Might
43-44	Many Things
45-46	Melting
47-48	Onnwal
49-50	Orbs
51-52	Parrying
53-54	Passage
55-56	Rastinon
57-58	Resurrection
59-60	Rulership
61-62	Ruling
63	Security
64-65	Singing
66-67	Smiting
68-69	Splendor
	Tentacles
70-71	Greater, Amber
72-73	Greater, Black
74-75	Greater, Jade
76-77	Greater, Violet
78-79	Lesser, Purple
80-81	Lesser, Russet
82-83	Lesser, Yellow
84-85	Master
86-87	Terror
88	Transportation,
	Whispering
89-90	Victory
91-92	Weaponry
93-94	Welkwood
95-96	Wyrm, Black +5
97-98	Wyrm, Blue +5
99-00	Wyrm, Gold +5

Table E: Staves

Roll	Table
02-03	Aquatic Wizardry
04	Avanrakkash
05	Battle
07-08	Cat
09	Cirulon
10	Command
11	Commanding
12-13	Couatl
14-15	Curing
17-18	Devotion
19	Disjoining
20	Dispelling
21	Displacement
22-23	Divergence
24	Druid
25	Element, Air
26	Element, Air & Water
27-28	Element, Earth
29	Element, Earth & Fire
30	Element, Fire
31	Element, Water
32-33	Elemental Power
34	Ethereal Action
35	Flames
36	Fury
37-38	Gnatmarsh
39	Harming
40	Healing
41	Hornwood
42-43	Kitsyrral
44	Ky Trencha
45	Mace
46	Magi
47-48	Magius
49	Miracles
50	Moonglow
51	Necromancer
52-53	Night
54	Ninja
55	Oceans
56	Osiris
57-58	Power
59	Recording
60	Rilantaver's
61	Sands
62-63	Savona
64	Scrivening
65	Sea
66	Serpent
67-68	Shock, Greater
69	Shock, Lesser
70	Silence
71	Skull, Greater
72-73	Skull, Hepmonaland
74	Skull, Lesser
75	Slinging
76	Snake
77-78	Spear +1
79	Spear +2
80	Spear +3
81	Spear +4
82-83	Spear +5
84	Spell Focusing
85	Spheres
86	Striking
87-88	Striking/Curing
89	Surprises
90	Swarming Insects
91	Thunder & Lightning
92-93	Viper
94	Vision
95	War, Nyrond
96	Winds
97-98	Withering
99	Wizardry
00	Woodlands

Table F: Wands

Roll	Table
01	Acidic Spheres
02	Animal Location
03-04	Animation
05	Anything
06	Armory
07	Banishment
08	Buckler
09	Burdening
10-11	Cold
12	Color
13	Conjuration
14	Corridors
15	Dalamar's Lightning
16	Dark, Sulhaut Mountains
17-18	Darkness
19	Defoliation
20	Displacement
21	Earth & Stone, Greater
22	Earth & Stone, Lesser
23	Ectal
24-25	Elemental Transmogrifying
26	Endless Repetition, Nidus'
27	Enemy Detection
28	Eyes
29	Fear
30	Fire
31-32	Fire, Suloise
33	Fireballs
34	Flame Extinguishing
35	Fog
36	Force
37	Frost
38-39	Gremlin
40	Hammerblows
41	Highfolk
42	Ice Storms
43	Illumination
44	Illusion
45-46	Knock
47	Light
48	Lightning
49	Lightning Bolts
50	Magic Detection
51	Magic Mirrors
52-53	Magic Missiles
54	Metal & Mineral
	Detection
56	Metal Detection
57	Misplaced Objects
58	Negation
59-60	Obliteration
61	Ochalor's Eye
62	Paralyzation
63	Peace, Bisselite
64	Polymorphing
65	Portraiture
66-67	Prime Material Pocket
68	Rust
69	Salt
70	Secret Door/Trap Location
71	Secret Door Detection
72	Size Alteration
73-74	Sleep
75	Spectre
76	Spider
77	Squid
78	Steam & Vapor
79	Storms, Scant
80-81	Teeth
82	Trap Detection
83	Viscid Globs
84	Warding
85	Water-Finding
86-87	Whips
88-90	Wonder
91	Wonder, A
92	Wonder, Alternate
93	Wonder I
94	Wonder II
95-96	Wonder III
97	Wonder IV
98	Wondrousness
99	Yatil, Zooming
00	Zadron's

Table G: Books, Librams, Manuals, and Tomes

Table G: Preliminary Table

Roll	Table
01-26	Table G1: Books
27-35	Table G2: Librams
36-46	Table G3: Manuals
47-63	Table G4: Tomes (A-H)
64-00	Table G5: Tomes (H-W)

Table G1: Books

Roll	Item
01-03	Bats
04-07	Black Circles
08-10	Blind
11-13	Blood
14-17	Boccob's Blessed
08-20	Bowgentle's
21-23	Bright Ages
24-27	Codex of Infinite Planes
28-30	Dark Ages
31-33	Exalted Deeds
34-37	Geonomicon
38-40	Grimoire Archaic Alchemy
41-43	Heaven
44-47	Hopeful Deeds
48-50	Hopeless Deeds
51-53	Infinite Spells
54-57	Karso, Notebook of
58-60	Laeyndar Book Metamorph
61-63	Lexicon of Spirits
64-67	No End, with
68-70	Lum "The Mad"
71-73	Shangarar the Black
74-77	Sibylline
78-80	Sighted
81-83	Silver Talon
84-87	Skelos
88-90	Thorns
91-93	Thoth
94-97	Trimia's Catalogue
98-00	Vile Darkness

Table G2: Librams

Roll	Item
01-10	Constructs
11-20	Destruction
21-30	Evaluation
31-40	Gainful Conjuration
41-50	Identification
51-60	Ineffable Damnation
61-70	Legends
71-80	Silver Magic
81-90	Study
91-00	Teleportation Arches

Table G3: Manuals

Roll	Item
01-08	Bodily Health
09-15	Dogmatic Methods
16-23	Gainful Exercise
24-31	Garden Flowers
32-38	Golems, Clay
39-46	Golems, Flesh
47-54	Golems, Iron
55-62	Golems, Plush
63-69	Golems, Stone
70-77	Puissant Skill at Arms
78-85	Quickness in Action
86-92	Stealthy Pilfering
93-00	Stratagems

Table G4: Tomes

Roll	Item
01-07	Alcaister
08-16	Aubayreer's Workbook
17-21	Black Heart
22-29	Briel's Book of Shadows
30-36	Caddelyn's Workbook
37-41	Chambeeneon
42-47	Clear Thought
48-53	Codicil of White
54-58	Collapsing Spell Book
59-63	Covenant
64-68	Cryptichronos
69-74	Daimos' Spellbook
75-79	Detho's Libram
80-84	E'soa Ho'chi
85-89	Glandar's Grimoire
90-95	Glanvyl's Workbook
96-00	Hand of Helm

Table G5: Tomes

Roll	Item
01-03	History of Evil Mages
04-05	History of Good Mages
06-07	If They Can Do It,
	Prismal Can Do It Too
08-10	Jaluster's Orizon
11-12	Juia Lo'tanu
13-18	Leadership & Influence
19-20	Libram of Lathintel
21-22	Manor's Manual of Sight
23-24	Mhzentul's Runes
25-26	Mylsibis' Codex
	Contention
27-28	Mystical Equations
29-30	Nathlum
31-32	Nchaser's Elyromancia
33-34	Orjalun's Arbatel
35-36	Rathdaen's
37-39	Red Book of War Volume 1
40-42	Red Book of War Volume 2
43-44	Runes of Freedom
44-45	Runes of Norzahk
46-47	Sabirine's Specular
48-49	Scalamagdrion
50-51	Selvar's Ineffable Majicks
52-53	Serpin Lexicon
54-55	Seven Fingers
56-57	Shadowtome
58-60	Shandaril's Workbook
61-63	Strnad
64-68	Translation
69-70	Twelve Seals
71-72	Tymessul's Enchiridion
73-78	Understanding
79-80	Unicorn
81-82	Unique Mageries
83-90	Vacuous Grimoire
91-93	Vaerendroon Enchantment
94-95	Vampire Book
96-98	Workbook
99-00	Wyvernwater Circle

Table H: Jewels, Phylacteries, and Jewelry

Table H: Preliminary Table

Roll	Table
01-04	Table H1: Crowns
05-15	Table H2: Amulets (A-P)
16-21	Table H3: Amulets (P-Y)
22-25	Table H4: Charms
26-33	Table H5: Necklaces
34-45	Table H6: Gems
46-52	Table H7: Scarabs
53-58	Table H8: Medallions
59-64	Table H9: Pearls
65-69	Table H10: Talismans
70-76	Table H11: Miscellaneous
77-89	Table H12: Miscellaneous
90-00	Table H13: Miscellaneous

Table H1: Crowns

Roll	Item
01-06	Aerdy Black
07-12	Blackmoor
13-18	Cobra
19-24	Corruption
25-29	Dark
30-35	Emperor's
36-41	Imperium
42-47	Iron, Bandit Kingdoms
48-53	Leadership

54-59	Naga
60-65	Osiris
66-71	Rulership
72-76	Sorona
77-82	Veluna, Silver
83-88	Velvet
89-94	Void
95-00	Yarus

Table H2: Amulets

Roll	Item
01-03	Advanced Arachnid
	Control
04-06	Amiability
07-08	Beast, Ivory
09-10	Beast, Silver
11-12	Cairn Hills
13	Cartographer
14-15	Charm Immunity
16-17	Charm Resistance +3
18-19	Charm Resistance +4
20-21	Charming
22-23	Cheetah
24-25	Communication
26-27	Control, Caterpillar
	Dramatic Death
28-29	Blunt Weapon
30-31	Cold
32-33	Edged Weapon
34-35	Lightning/Electrical
36-37	Magical Fire
38	Petrification
39-40	Efreeti
41-42	Emotions
43-44	Extension
45-46	Far Reaching
47-48	Furyondy
49-50	Greenstone
51-52	Hardwater
53-54	Health
55-56	Health, Cursed
57-58	Hero
59-60	Hunting
61-62	Inescapable Location
64-65	Land
66-67	Leadership
68-69	Life, Draskilion's
70-71	Magic Resistance 05%
72-73	Magic Resistance 10%
74-75	Magic Resistance 15%
76-77	Magic Resistance 20%
78-79	Magic Resistance 25%
80	Magic Resistance 30%
81-82	Metaspell Influence
83-84	Orcish, Ability Check +1
85	Orcish, Armor Class +1
86-87	Orcish, Combat +1
88-89	Orcish, Damage +1
90-91	Orcish, Saves +1
92-93	Parasites
94-95	Perpetual Youth
96	Planes
97-98	Power
99-00	Proof vs Detection/Location

Table H3: Amulets

Roll	Item
	Protection
01-04	+1
05-08	+2
09-12	+3
13-16	+4
17-20	+5
21-24	Alignment Change
25-28	Crystal Ball and ESP
29-32	Good
33-36	Life
37-40	Sharks
41-44	Sleep
45-48	Psionic Reflection
49-52	Shield
53-56	Sleeplessness
57-60	Spinecastle
61-64	Thet, Ptah
65-68	Timekeeping
69-72	Undead, 5th Level
73-76	Undead, 5th Level
77-80	Undead, 6th Level
81-84	Undead, 7th Level
85-88	Undead, 8th Level
89-92	Undead, 9th Level
93-96	Undersea Friendship
97-00	Youth, Perpetual

Table H4: Charms

Roll	Item
01-05	Climbing
06-11	Favor
12-16	Fire Extinguishing
17-21	Flattening
22-26	Footwear Restoration
27-32	Luck
33-37	Opening
38-42	Protection, Disease
43-47	Protection, Fire
48-53	Protection, Spirits
54-58	Protection, Theft
59-63	Rabbit's Foot
64-68	Resource, Asp
69-74	Resource, Bread
75-79	Resource, Fennec
80-84	Resource, Hawk
85-89	Resource, Raindrop
90-95	Smoke Detection
96-00	Undisturbed Sleep

Table H5: Necklaces

Roll	Item
01-03	Adaptation
04-06	Air Breathing
07-08	Almor
09-11	Alteration
12-14	Elegant Appearance
15-17	Glittering
18-19	Greed
20-22	Harmonia
23-25	Lilth
26-28	Memory Enhancement
29-31	Missiles, Type I
32-33	Missiles, Type II
34-36	Missiles, Type III
37-39	Missiles, Type IV
40-42	Missiles, Type V
43-44	Missiles, Type VI
45-47	Missiles, Type VII
48-50	Night Seeing
51-53	Pearls, Tarterus
54-56	Petrification
	Prayer Beads
57-59	Atonement
60-62	Blessing
63-65	Curing
66-68	Karma
69-71	Summon
73-75	Wind Walking
76-78	Protection +1
79-80	Protection +2
81-83	Protection +3
84-86	Protection +4
87-89	Protection +5
90-92	Protection, Charm
93-94	Strangulation
95-97	Ugliness
98-00	Water Breathing

Table H6: Gems

Roll	Item
01-02	Bloodstone, Fistandantilus
03-04	Brightness
05	Bupu's Emerald
06-07	Crystal, Mirror
08-09	Detection, Clear
10-11	Detection, Deep Red
12-13	Detection, Pale Blue
14-15	Detection, Pale Green
16	Detection, Pale Lavender
17-18	Detection, Pearly White
19-20	Detection, Pink
21-22	Detection, Pink and Green
23-24	Detection, Scarlet and Blue
25	Detection, Vibrant Purple
26-27	Drusion
28-29	Fire
30-31	Fire Elemental
36	Ideas
37-38	Income
39-40	Insight
41-42	Life
43-44	Magic Missile Protection
45	Moolsh
46-47	Nightjewel
48-49	Olfactory Illusion, Opal
50-51	Power, Elemental, Air
52-53	Power, Elemental, Earth
54-55	Power, Elemental, Fire
56	Power, Elemental, Water
57-58	Protection +1
59-60	Protection +2
61-62	Protection +3
63-64	Protection +4
65	Protection +5
66-67	Protection −1 Cursed
68-69	Protection −2 Cursed
70-71	Purple, Vesve Forest
72-73	Retaliation
74-75	Returning
76	Scroll Reading
77-78	Seeing
79-80	Shielding, Clear
81-82	Shielding, Pale Blue
83-84	Shielding, Pale Green
85	Shielding, Pale Orange
86-87	Shielding, Pale Violet
88-89	Shielding, Pale Yellow
90-91	Star, Khan-Pelar
92-93	Star, Mo-Pelar
94-95	Star, Shah-Pelar
96	True Sight
97-98	Wishes

Table H7: Scarabs

Roll	Item
01-03	Death
04-06	Defense
07-08	Enraging Enemies
09-11	Equus
	Golem, Versus
12-14	Any
15-17	Ash
18-19	Bone
20-22	Chitin
23-25	Clay
26-28	Doll
29-31	Flesh
32-33	Flesh/Clay/Wood
34-36	Furnace
37-39	Gargoyle
40-42	Glass
43-44	Iron
45-47	Lightning
48-50	Mechanical
51-53	Obsidian
54-56	Radiant
57-58	Rock
59-61	Sand
62-64	Stone
65-67	Wood
68-69	Wood/Flesh/Clay
70-72	Zombie
73-75	Insanity
76-78	Insect
79-81	Life
82-83	Protection +1
84-86	Protection +2
87-89	Protection +3
90-92	Protection +4
93-94	Protection +5
95-97	Uncertainty
98-00	Venom

Table H8: Medallions

Roll	Item
01-04	Askhalite
05-07	Chaos
08-11	Defense +1
12-15	Defense +2
16-19	Defense +3
20-22	Defense +4
23-26	Defense +5
27-30	Empathy
31-33	Equus
34-42	ESP, 30'
43-46	ESP, 30' with Empathy
47-49	ESP, 60'
50-52	ESP, 90'
53-55	Faith
57-59	Holy, Almor
60-63	Jetton of Asap
64-66	Light
67-69	Majere
70-72	Malog
73-75	Mirror
76-79	Missile Attraction
80-82	Projection
83-86	Snow Clan
87-90	Spell Exchange
91-95	Steadiness
96-00	Thought Projection

Table H9: Pearls

Roll	Item
01-04	Dragon
05-07	Ebbing Tide
08-11	Entrancement
12-14	Power, 1st
15-18	Power, 2nd
19-21	Power, 3rd
22-25	Power, 4th
26-29	Power, 5th
30-32	Power, 6th
33-36	Power, 7th
37-39	Power, 8th
40-43	Power, 9th
44-46	Power, Cursed 1st
51-54	Power, Cursed 3rd
55-57	Power, Cursed 4th
58-61	Power, Cursed 5th
62-64	Power, Cursed 6th
65-68	Power, Cursed 7th
69-71	Power, Cursed 8th
72-75	Power, Cursed 9th
76-79	Power, Cursed, Special
80-82	Power, Two 1st-6th
83-86	Protection, Fire
87-89	Rising Tide
90-93	Sirines
94-96	Wisdom
97-00	Wisdom, Cursed

Table H10: Talismans

Roll	Item
01-05	Air Elemental Travel
06-12	Beast
13-19	Dreams
	Elemental Travel
20-24	Greater, Air
25-29	Greater, Earth
30-33	Greater, Fire
34-38	Greater, Water
39-43	Lesser, Air
44-48	Lesser, Earth
49-52	Lesser, Fire
53-57	Lesser, Water
58-62	Lawfulness
63-67	Memorization
68-71	Mire
72-76	Monkey Head
77-81	Pure Good
82-86	Sphere
87-90	Tongues
91-95	Ultimate Evil
96-00	Zagy

Table H11: Miscellaneous

Roll	Item
	Ankh
01-03	Nithian, Ixion
04-06	Nithian, Kagyar
07-09	Nithian, Pflarr
10-12	Nithian, Rathanos
13-15	Nithian, Valerias
16-18	Power
19-21	Protection +1
22-24	Protection +2
25-27	Protection +3
28-30	Protection +4
31-33	Truth
	Badge
34-36	Control, Animal
37-39	Control, Arachnid
40-42	Control, Fish
43-45	Control, Human
46-48	Control, Marsupial
49-51	Control, Monster
52-54	Control, Plant
55-57	Control, Reptile
68-60	Freedom
61-63	Protection +1
64-66	Protection +2
67-69	Protection +3
70-72	Protection +4
73-75	Protection +5
76-78	Bauble, Beauregard's
79-81	Bead, Accuracy
82-84	Bead, Dew
85-87	Bead, Eye
88-90	Bead, Force
91-93	Bead, Glass
94-96	Bead, Pearl
97-00	Bead, Prayer

Table H12: Miscellaneous

Roll	Item
	Bracelet
01-02	Charms
03-04	Dalamar's Magic Resist
05	Equus
06-07	Ivy
08-09	Lost Ships, Medegian
10-11	Scaly Command
12	Sir'San
13-14	Brooch, Begoing
15-16	Brooch, Bones
17-18	Brooch, Equus
19	Brooch, Imog
20-21	Brooch, Lunar
22-23	Brooch, Number Numbing
24-25	Brooch, Protection +1
26	Brooch, Protection +2
27-28	Brooch, Protection +3
29-30	Brooch, Protection +4
31-32	Brooch, Shielding
	Cameo
33	Appearance
34-35	Equus
36-37	Incompetence
38-39	Protection +1
40	Protection +2
41-42	Protection +3
43-44	Protection +4
45-46	Protection +5
47	Circlet, Dalvan's
48-49	Circlet, Golden
50-51	Circlet, Golden, Greyhawk
52-53	Circlet, Protection +1
54	Circlet, Protection +2
55-56	Circlet, Protection +3
57-58	Circlet, Underwater Speech
	Crescent
59-60	Battle, Sharpness
61	Battle, Tusmit's
62-63	Battle, Vorpal
64-65	Crystal, Awareness
66-67	Crystal, Death Scrying
68	Crystal, Warning
	Earring
69-70	Alignment Detection
71-72	Burrowing
73-74	Defense
75	Equus
76-77	Protection +1
78-79	Protection +2
80-81	Protection +3
82	Protection +4
83-84	Protection +5
85-86	Sea
87-88	Seamanship
89	Heart
90-91	Beating
92-93	Hearing
94-95	Iron
96	Lion
97-98	Royal
99-00	Stone

Table H13: Miscellaneous

Roll	Item
01-02	Icon, Chemosh
03-04	Icon, Truth
05-06	Jewel, Attacks
07-08	Jewel, Flawlessness
09-10	Jewel, Karathoth
11-12	Jewel, Projection
13-14	Locket, Great Kingdom
15-16	Locket, Love
17-18	Locket, Satan
19-20	Pendant, Equus
21-22	Pendant, Rahasia
23-24	Pendant, Bravery
	Periapt
25	Foul Rotting
26-27	Health
28-29	Proof Against Poison +1
30-31	Proof Against Poison +2
32-33	Proof Against Poison +3
34-35	Proof Against Poison +4
36-37	Prophecy Protection
38-39	Protection, Ixitxachitl
40-41	Wound Closure
	Phylactery
42-43	Bravery
44-45	Faithfulness
46-47	Long Years
48-49	Monstrous Attention
50	Pin, Communication
51-52	Pin, Iron, Icy Sea
53-54	Prism, Distraction
55-56	Prism, Gladsheim
57-58	Prism, Greyhawk
59-60	Prism, Light Splitting
61-62	Scepter, Blast
63-64	Scepter, Defending, Jade
65-66	Scepter, Defense +4
67-68	Scepter, Entrapment
69-70	Scepter, Forgotten City
71-72	Scepter, Light
73-74	Scepter, Power
75	Scepter, Shih Stone +5
76-77	Scepter, Time Journeying
78-79	Spectacle, Sight
80-81	Spectacle, True Seeing
82-83	Star, Celene
84-85	Star, Holy, Bright Desert
86-87	Star, Khan-Pelar
88-89	Star, Khorala
90-91	Star, Mo-Pelar
92-93	Star, Shah-Pelar
94-95	Symbol, Holy, Greyhawk
96-97	Symbol, Holy, Larmacian
98-99	Symbol, Holy, Ravenkind
00	Torque, Goddess

Table I: Cloaks, Robes, and Clothing

Table I: Preliminary Table

Roll	Table
01-08	Table I1: Capes
09-45	Table I2: Cloaks
46-57	Table I3: Shirts
58-75	Table I4: Robes
76-00	Table I5: Miscellaneous

Table I1: Cape

Roll	Item
01-09	Disguise
10-18	Good Hope
19-27	Hornet
28-36	Horns
37-46	Protection +1
47-55	Protection +2
56-64	Protection +3
65-73	Protection +4
74-82	Protection +5
83-91	Reeking
92-00	Shadow

Table I2: Cloaks

Roll	Item
01-02	Arachnida
03-04	Atmosphere
05-06	Bat
07-08	Battle
09-10	Bear, Sulhaut
11-12	Blackflame
13-14	Cheetah, Amedio
15-16	Clouds
17-18	Cold
19-20	Comfort
21-22	Delight
23-24	Displacement
25-26	Dryness
27-28	Echoes
29-30	Elvenkind
31-32	Etherealness
35-36	Flame
37-38	Gargoyle
39-40	Guarding
41-42	Hellfurnaces
43-44	Horned, Rhun's (Horn)
45-46	Horned, Rhun's (Tail)
47-48	Horned, Rhun's (Visor)
49-50	Lordliness
51-52	Lurker
53-54	Manta Ray
55-56	Many Colors
57-58	Mummy
59-60	Night
61-62	One Plume
63-64	Piwafwi
65-66	Plenty
67-68	Poisonousness
69-70	Protection, +1
71-72	Protection, +2
73-74	Protection, +3
75-76	Protection, +4
77-78	Protection, +5
79-80	Protection, Symbiotic
81-82	Reflection
83-84	Shadow
85-86	Shield
87-88	Slender Appearance
89-90	Stars
91-92	Survival
93-94	Symbiotic Protection
95-96	Tiger, Chakyik
97-98	Warmth
99-00	Wolf, Wegiur

Table I3: Shirts

Roll	Item
	Invulnerability
01-06	Fire & Cold
07-12	Silken, AC 4
13-18	Silken, Drowning
19-24	Silken, Fire and Cold
25-29	Silken, Missile Weapons
30-35	Silken, Poison Immunity
36-41	Protection +1
42-47	Protection +2
48-53	Protection +3
54-59	Protection +4
60-65	Protection +5
66-71	War AC 1
72-76	War AC 2
77-82	War AC 3
83-88	War AC 4
89-94	War AC 5
95-00	War AC 6

Table I4: Robes

Roll	Item
01-04	Archmagi
05-08	Blending
09-12	Drying
13-16	Eyes
17-20	Holding
21-24	Powerlessness
25-28	Protection, AC 0
29-32	Protection, AC 1
33-36	Protection, AC 2
37-40	Protection, AC 3
41-44	Protection, AC 4
45-49	Protection, AC 5
50-54	Protection, AC 6
55-58	Repetition
59-62	Rock
63-66	Scintillating Colors
67-71	Stars
72-75	Stone
76-80	Useful Items
81-84	Useless Items
85-88	Vanishing
89-92	Veluna
93-96	Vermin
97-00	Warmth

Tabel I5: Miscellaneous

Roll	Item
01-03	Blouse, Protection Missiles
04-06	Cloak Clasp, Dryness
07-09	Cloak Clasp, Holding
10-12	Clothing, Cleanliness
13-15	Clothing, Perfect Fit
16-18	Clothing, Protection +1
19-21	Clothing, Protection +2
22-24	Clothing, Protection +3
25-26	Clothing, Protection +4
27-29	Clothing, Protection +5
30-32	Coat, Protection +1
33-35	Coat, Protection +2
36-38	Coat, Protection +3
39-41	Coat, Seas
42-44	Cowl, Protection +1
45-47	Cowl, Protection +2
48-50	Cowl, Warding
51-53	Gown, Loriell's
54-56	Gown, Protection +1
57-59	Gown, Protection +2
60-62	Jellaba, Blending
63-65	Jellaba, Concealment
66-68	Jellaba, Eyes
69-71	Jellaba, Protection, AC 2
72-74	Jellaba, Protection, AC 3
75-76	Jellaba, Protection, AC 4
77-79	Mantle, Celestian
80-82	Mantle, Mist
83-85	Mantle, Mundane
86-88	Mantle, Sumpko's
89-91	Vest, Missile Attraction
92-94	Vest, Missile Protection
95-97	Vestment, Power, Greater
98-00	Vestment, Power, Lesser

Table J: Boots, Bracers, and Gloves

Table J: Preliminary Table

Roll	Table
01-07	Table J1: Anklets
13-14	Table J2: Armbands
15-23	Table J3: Bands
24-42	Table J4: Boots
43-47	Table J5: Gloves
48-53	Table J6: Bracers
54-69	Table J7: Collars
70-80	Table J8: Gauntlets
81-84	Table J9: Hands
85-00	Table J10: Miscellaneous

Table J1: Anklets

Roll	Item
01-10	Growth
11-20	Hobbling
21-30	Levitation
31-40	Protection +1
41-50	Protection +2
51-60	Protection +3
61-70	Protection +4
71-80	Protection +5
81-90	Sinking
91-00	Walking

Table J2: Armbands

Roll	Item
01-13	Death
14-25	Healing
26-38	Music
39-50	Protection +1
51-63	Salutation
64-75	Snake-Changing
76-88	Strength
89-00	Variable Strength

Table J3: Bands

Roll	Item
01-08	Bilarro's Iron
09-15	Bird Restraint
16-23	Denial
24-31	Might, Str 18/00
32-38	Might, Str 19
39-46	Might, Str 20
47-54	Might, Str 21
55-62	Might, Str 22
63-69	Protection +1
70-77	Protection +2
78-85	Protection +3
86-92	Protection +4
93-00	Protection +5

Table J4: Boots

Roll	Item
01-04	Attraction
05-08	Balance
09-12	Carrying
13-15	Cloudwalking
16-19	Comfortableness
20-23	Concealing
24-27	Dancing
28-31	Elvenkind
32-35	Featherweight
36-38	Jogging
39-42	Levitation
43-46	North
47-50	Permanent Shine
51-54	Pinching
55-58	Speed
59-62	Star Striding
63-65	Stomping
66-69	Striding & Springing
70-73	Tracks
74-77	Traveling & Leaping
78-81	Varied Tracks, Type A
82-85	Varied Tracks, Type B
86-88	Winged, 15 MC-A
89-92	Winged, 18 MC-B
93-96	Winged, 21 MC-C
97-00	Winged, 24 MC-D

Table J5: Gloves

Roll	Item
01-14	Evasion
15-29	Freedom, Reglar's
30-43	Lightning
44-57	Missile Snaring
58-71	Nail Painting
72-86	Octopus
87-00	Thievery

Table J6: Bracers

Roll	Item
01-06	Archery
07-13	Attraction
14-19	Blinding Strike
20-25	Brachiation
26-31	Brandishing
32-38	Cleanliness
39-44	Defense, AC 2
45-50	Defense, AC 3
51-56	Defense, AC 4
57-63	Defense, AC 5
64-69	Defense, AC 6
70-75	Defense, AC 7
76-81	Defense, AC 8
82-88	Defenselessness
89-94	Deflection
95-00	Merman

Table J7: Collars

Roll	Item
01-07	Change
08-14	Charisma
15-21	Disguise
22-29	Displacement
30-36	Poisonousness
37-43	Protection +1
44-50	Protection +2
51-57	Protection +3
58-64	Protection +4
65-71	Protection +5
72-79	Shielding
80-86	Stiffness
87-93	Strangling
94-00	Tusmit

Table J8: Gauntlets

Roll	Item
01-06	Dexterity
07-13	Entrapment
14-19	Fire Claw +5, AC 0
26-31	Ghoul
32-38	Glim-
39-44	Heat
45-50	Holding
51-56	Iron of Urnst
57-63	Moander
64-69	Ogre Power
70-75	Polishing
76-81	Sticking
82-88	Super Strength
89-94	Swimming and Climbing
95-00	Tamus

Table J9: Hands

Roll	Item
01-20	Enjoyment, Extendable
21-40	Harrowing
41-60	Holy of Bane
61-80	Remote Action
81-00	Wonderful

Table J10: Miscellaneous

Roll	Item
01-05	Cleat, Gripping
06-09	Heels, Reunion
10-14	Moccasins, Free Movement
15-18	Pegleg, Walking
19-23	Prosthesis, Magical
24-27	Sandal, Speed
28-32	Shoe, Fharlanghn
33-36	Shoe, Leaping & Tumbling
37-41	Shoe, White Bronze
42-45	Shoe, Woodland
46-50	Slipper, Dancing
51-55	Slipper, Dragon
56-59	Slipper, Glass
60-64	Slipper, Kicking
65-68	Slipper, Ruby
69-73	Slipper, Soft Movement
74-77	Slipper, Spider Climbing
78-82	Sock, Dryness
83-86	Stocking, Mystery
87-91	Stocking, Summoning, Elf
92-95	Watershoe, Ambreville's
96-00	Wristband, Equus

Table K: Girdles, Hats, and Helms

Table K: Preliminary Table

Roll	Table
01-12	Table K1: Belts
13-23	Table K2: Buckles
24-34	Table K3: Caps
35-43	Table K4: Girdles
44-62	Table K5: Helms
63-83	Table K6: Masks
84-00	Table K7: Miscellaneous

Table K1: Belts

Roll	Item
01-06	Arcane
07-11	Ceremonial, Black
12-17	Ceremonial, Blue
18-22	Ceremonial, Golden
23-28	Ceremonial, Green
29-33	Ceremonial, Red
34-39	Ceremonial, White
40-44	Golden Serpent
45-50	Marcol
51-56	Protection +1
57-61	Protection +2
62-67	Protection +3
68-72	Protection +4
73-78	Protection +5
79-83	Protection, Goblinoid
84-89	Serpent
91-94	Shadow
95-00	Snake

Table K2: Buckles

Roll	Item
01-06	Armor AC 0
07-12	Armor AC 2
13-18	Armor AC 3
19-24	Faulty lockpicks −5%
25-29	Faulty lockpicks −10%
30-35	Faulty lockpicks −15%
36-41	Faulty lockpicks −20%
42-47	Lockpicks +5%
48-53	Lockpicks +10%
54-59	Lockpicks +15%
60-65	Lockpicks +20%
66-71	Opening
72-76	Protection +1
77-82	Protection +2
83-88	Protection +3
89-94	Protection +4
95-00	Weaponry

Table K3: Caps

Roll	Item
01-06	Dream, Veluna
07-13	Healing, Veluna
14-19	Protection +1
20-25	Protection +2
26-31	Protection +3
32-38	Protection +4
39-44	Protection +5
	School
45-50	Abjuration
51-56	Alteration
57-63	Conjuration/Summoning
64-69	Enchantment/Charm
70-75	Greater Divination
76-81	Illusion/Phantasm
82-88	Invocation/Evocation
89-94	Necromancy
95-00	Teleportation

Table K4: Girdles

Roll	Item
01-08	Dwarvenkind
09-15	Femininity/Masculinity
16-23	Freshness
24-31	Golden, Urnst
32-38	Lions
39-46	Many Pouches
	Strength
47-54	Cloud Giant
55-62	Fire Giant
63-69	Frost Giant
70-77	Hill Giant
78-85	Ogre
86-92	Stone Giant
93-00	Storm Giant

Table K5: Helms

Roll	Item
01-03	Helm, +1
04-07	Helm, +2
08-10	Helm, +3
11-14	Helm, +4
15-17	Helm, +5
18-21	Helm, −1
22-24	Alignment Change
25-28	Alignment Detection
29-31	Brilliance
32-34	Chaos
35-38	Cirulon
39-41	Comprehend Languages & Reading Magic
42-45	Darkness
46-48	Dragon
49-52	Dread
53-55	Forgetfulness
56-59	Griffon Mane +1
60-62	Harrow
63-66	Law
67-69	Reading
70-72	Opposite Alignment
73-76	Seabreathing
77-79	Shukenja
80-82	Subterranean Sagacity
83-85	Telepathy
86-88	Teleportation
89-91	Terror
92-94	Underwater Action
95-97	Underwater Vision
98-00	Wyrm

Table K6: Masks

Roll	Item
01-03	Clear Air
04-06	Comedy
07-10	Death
11-13	Disguise
14-16	Faceless
17-19	Fanged
20-23	Female, Electrum
24-26	Female, Gold
27-29	Female, Platinum
30-32	Female, Silver
33-35	Horned
36-39	Magic
40-42	Male, Electrum
43-45	Male, Gold
46-48	Male, Platinum
49-52	Male, Silver
53-55	Mirror
56-58	Protection +1
59-61	Protection +2
62-65	Protection +3
66-68	Protection +4
69-71	Protection +5
72-74	Scowling
75-77	Silence
78-81	Skull
82-84	Smiling
85-87	Spider
88-90	Tragedy
91-94	Veil
95-97	Winds
98-00	Winged

Table K7: Miscellaneous

Roll	Item
01-04	Bonnet, Horn
07-08	Bonnet, War
09-12	Cyclocone
11-16	Diadem, Disenchantment
17-20	Diadem, Doom's
21-24	Hat, Difference
25-28	Hat, Disguise
29-32	Hat, Stupidity
	Headband
33-36	Corusk Mountains
37-40	Jotems
41-44	Protection +1
45-48	Protection +2
49-52	Helmet, Liaison
53-56	Muffler, Merty's Masterful
57-60	Nightcap, Sleep
61-64	Nightcap, Vision
65-68	Scarf, Dry Steppes
69-72	Turban, Black, Tusmit
73-76	Turban, Brown, Tusmit
77-80	Turban, Grey, Tusmit
81-84	Turban, Red, Tusmit
85-88	Turban, White, Tusmit
89-92	Veil, X-Ray Vision
93-96	Zoster, Zeal
97-00	Zoster, Zoophobia

Table L: Bags, Bottles, Pouches, and Containers

Table L: Preliminary Table

Roll	Table
01-09	Table L1: Bags
10-11	Table L2: Baskets
12-16	Table L3: Belt Bags
17-21	Table L4: Bottles
22-25	Table L5: Bowls
26-29	Table L6: Boxes
30-33	Table L7: Cases
34-36	Table L8: Chalices
37-41	Table L9: Chambers
42-45	Table L10: Chests
46-48	Table L11: Holds
49-52	Table L12: Pouches
53-55	Table L13: Prisons
56-62	Table L14: Sheaths
63-65	Table L15: Vessels
76-00	Table L17: Miscellaneous

Table L1: Bags

Roll	Item
01-07	Beans
08-13	Bones
14-17	Devouring
18-21	Holding, 50 lbs
22-25	Holding, 100 lbs
26-29	Holding, 150 lbs
30-33	Holding, 200 lbs
34-38	Holding, 250 lbs
39-42	Holding, 500 lbs
43-46	Holding, 1,000 lbs
47-50	Holding, 1,500 lbs
51-54	Holding, 2,000 lbs
55-58	Infinite Wealth
59-63	Transmuting
64-67	Tricks
68-71	Useful Items
72-75	Vanishing
76-80	Weightlessness
81-83	Wind, Aeolus
84-88	Wind, Boreas
89-92	Wind, Euros
93-96	Wind, Notus
97-00	Wind, Zephyrus

Table L2: Baskets

Roll	Item
01-14	Devouring
15-29	Holding, 100 lbs
30-43	Holding, 150 lbs
44-57	Holding, 200 lbs
58-71	Holding, 250 lbs
72-86	Holding, 500 lbs
87-00	Holding, 1,000 lbs

Table L3: Belt Bags

Roll	Item
01-07	Beans
08-14	Bones
22-29	Devouring
30-36	Holding, 50 lbs
37-43	Holding, 100 lbs
44-50	Holding, 200 lbs
51-57	Holding, 500 lbs
58-64	Infinite Wealth
65-71	Transmuting
72-79	Tricks
80-86	Useful Items
87-93	Vanishing
94-00	Weightlessness

Table L4: Bottles

Roll	Item
01-07	Constant Temperature
08-13	Containment
14-20	Efreeti
21-27	Evaporation
28-33	Eversmoking
34-40	Fireflies
41-47	Pleasant Odors
48-53	Refreshment
54-60	Safety
61-67	Thought
68-73	Undead, Ghost
74-80	Undead, Groaning Spirit
81-87	Undead, Spectre
88-93	Undead, Vampire
94-00	Undead, Wraith

Table L5: Bowls

Roll	Item
01-11	Blood
12-22	Delicacies
23-33	Stars
	Summoning
34-44	Elemental, Air
45-56	Elemental, Earth
57-67	Elemental, Fire
68-78	Elemental, Water
79-89	Water Elemental Command
90-00	Watery Death

Table L6: Boxes

Roll	Item
01-09	Dead
10-18	Delightful Transports
19-27	Flat
28-36	Heating
37-45	Many Holdings
46-55	Message Sending
56-64	Musical, Magical
65-73	Noise
74-82	Preservation
83-91	Preservation
92-00	Weighing

Table L7: Cases

Roll	Item
01-08	Alphabetizing
09-15	Holding, 100 lbs
16-23	Holding, 150 lbs
24-31	Holding, 200 lbs
32-38	Holding, 250 lbs
39-46	Holding, 500 lbs
47-54	Holding, 1000 lbs
	Zagyg's Spell Component
55-62	2×/day
63-69	3×/day
70-77	4×/day
78-85	5×/day
86-92	6×/day
93-00	7×/day

Table L8: Chalices

Roll	Item
01-11	Colors
12-22	Continual Water
23-33	Detection
45-56	Identification
57-67	Irreversibility
68-78	Planar Travel
79-89	Poison
90-00	Shield Lands

Table L9: Chambers

Roll	Item
01-07	Disintegration, 1'×1'×1'
08-14	Disintegration, 2'×2'×3'
15-21	Disintegration, 3'×3'×6'
22-29	Disintegration, 3'×5'×6'
30-36	Disintegration, 5'×5'×5'
37-43	Disintegration, 5'×5'×10'
44-50	Disintegration, 10'×10'×10'
51-57	Teleportation, 1'×1'×1'
58-64	Teleportation, 2'×2'×3'
65-71	Teleportation, 3'×3'×6'
72-79	Teleportation, 3'×5'×6'
80-86	Teleportation, 5'×5'×5'
87-93	Teleportation, 5'×5'×10'
94-00	Teleportation, 10'×10'×10'

Table L10: Chests

Roll	Item
01-09	Drawers
10-18	Float
19-27	Holding, 500 lbs
28-36	Holding, 1,000 lbs
37-45	Holding, 1,500 lbs
46-55	Holding, 2,000 lbs
56-64	Holding, 2,500 lbs
65-73	Oyster
74-82	Quartermaster's
83-91	Sieges
92-00	Walking

Table L11: Hold

Roll	Item
01-14	Holding, 10'×10'×10'
15-29	Holding, 20'×10'×10'
30-43	Holding, 20'×25'×10'
44-57	Holding, 40'×25'×10'
58-71	Holding, 50'×30'×10'
72-86	Holding, 50'×40'×10'
87-00	Holding, 50'×50'×10'

Table L12: Pouch

Roll	Item
01-09	Accessibility
10-18	Devouring
19-27	Disappearance
28-36	Eyes
37-45	Food
56-55	Holding
56-64	Plenty
65-73	Protection
74-82	Security
83-91	Traveling
92-00	Wonders, Zadron's

Table L13: Prisons

Roll	Item
01-11	Genie, Dao
12-22	Genie, Djinni
23-33	Genie, Efreeti
34-44	Genie, Marid
45-56	Genie, Noble Dao
57-67	Genie, Noble Djinni
68-78	Genie, Noble Efreeti
79-89	Genie, Noble Marid
90-00	Zagyg

Table L14: Sheaths

Roll	Item
	Holding
01-05	Bastard Sword
06-11	Cutlass
12-16	Dagger
17-21	Dirk
22-26	Drusas
27-32	Gladius
33-37	Katana
38-42	Khopesh
43-47	Knife
48-53	Long Sword
54-58	Main-gauche
59-63	Rapier
64-68	Sabre
69-74	Scimitar
75-79	Short Sword
80-84	Stiletto
85-89	Two-Handed Sword
90-95	Wakizashi
96-00	Vampire

Table L15: Vessels

Roll	Item
	Wo-ha Ui-jung
01-10	Coiled Dragon
11-20	Dancing Hart
21-30	Laughing Hare
31-40	Leaping Fish
41-50	Sitting Bull
51-60	Sitting Dog
61-70	Sitting Monkey
71-80	Squatting Toad
81-90	Standing Bear
91-00	Standing Monkey

Table L16: Miscellaneous

Roll	Item
01-04	Acorn, Wo Mai
	Backpack
05-07	Heward's Haversack
08-11	Spacious
	Barrel
12-14	Hiding
15-18	Neverending Grog
19-21	Neverending Salt Pork
22-25	Poverty
26-29	Preservation
30-32	Rolling
33-36	Basin, Angel
37-39	Basin, Hidden Daggers
40-43	Beaker, Plentiful Potions
44-46	Cabinet, Air Restoration
47-50	Cabinet, Ministering
51-54	Cabinet, Security
55-57	Cage, Batting
58-61	Cage, Carrying
62-64	Cage, Entrapment
65-68	Cage, Shelter
69-71	Can, Moonlight
72-75	Can, Watering, Zwann's
76-79	Canister, Curses
	Canteen
80-82	Coolness
83-86	Water Purification
87-89	Cask, Everfull
90-93	Cask, Wind Spy
94-96	Casket, Furyondy
97-00	Casket, Holding, 2,000 lb

Table L17: Miscellaneous

Roll	Item
01	Cauldron, Air, Mordom's
02-03	Cauldron, Doom
04	Cauldron, Heating
05-06	Cauldron, Plenty
	Censer
07	Conduct
08-09	Summon Hostile Air Elementals
10	Thaumaturgy
11-12	Control, Air Elementals
13	Coffin, Creation
14	Container, Airtight
15-16	Container, Watertight
17	Crucible, Al'Kir, Silver
18-19	Crucible, Melting
20	Cup, Leomund's
21-22	Cup, Poisonousness
23	Decanter, Endless Water
24-25	Drawer, Easy Retrieval
26	Drawer, Holding, 100 lbs
27-28	Drawer, Holding, 200 lbs
29	Drawer, Holding, 300 lbs
30	Feedbag, Plenty
31-32	Flagon, Dragons
33	Flagon, Zagyg's Flowing
34-35	Flask, Curses
	Flask, Iron
36	Air Elementa.
37-38	Empty
39	Inner Planar Being
40-41	Outer Planar Being
42	Goblet, Fine Drink
43	Goblet, Glory
44-45	Goblet, Great Kingdom
46	Goblet, Manas
47-48	Hole, Portable
49	Hole, Portable, Rudra's
50-51	Jar, Pitch, Pandemonium
52	Jar, Preserving
53-54	Jug, Alchemy
55	Jug, Dyeing
56-57	Jug, Jade
58	Kettle, Breathing
59	Kettle, Drumming
60-61	Kettle, Fish
62	Kettle, Soup, Everbountiful
63-64	Menagerie, Merty's Musical
65	Mug, Merty's Mysterious
66-67	Mug, Plenty
68	Mug, Warming
69-70	Pitcher, Blending
71	Pitcher, Plentiful Pouring
72	Portmanteau, Frugality
73-74	Pot, Plant Protection
75	Purse, Bucknard's Type I
76-77	Purse, Bucknard's Type II
78	Purse, Bucknard's Type III
79-80	Purse, Silenced Coinage
81	Sack, Heward's Handy
82-83	Safe, Extra-Dimensional
84	Satchel, Seed
	Scabbard, Poison
85-86	Dagger
87	Longsword
88	Shortsword
89-90	Skin, Pouring
91	Strongbox, Immobility
92-93	Urn, Ashes
94	Urn, Awakening
95-96	Urn, Curses
97	Urn, Hindsight
98-99	Urn, Silver & Bronze
00	Urn, Water Purification

Table M: Dusts, Candles, Ointments, Incense, and Stones

Table M: Preliminary Table

Roll	Table
01-09	Table M1: Candles (B-I)
10-18	Table M2: Candles (I-Y)
19-30	Table M3: Dusts
31-37	Table M4: Eggs
38-39	Table M5: Ointments
40-50	Table M6: Ioun Stones
51-53	Table M7: Plants
54-61	Table M8: Powders
62	Table M9: Paints
63-66	Table M10: Salves
67-78	Table M11: Stones
79-82	Table M12: Miscellaneous
83-00	Table M13: Miscellaneous

Table M1: Candles

Roll	Item
01-03	Black, Clumsiness
04-06	Black, Exhaustion
07-08	Black, Feeblemindedness
09-11	Black, Foolishness
12-14	Black, Ugliness
15-17	Black, Weakness
18-19	Blinking, Large
20-22	Blinking, Small
23-25	Blue
26-28	Brilliance, Large
29-31	Brilliance, Small
32-33	Charming, Large
34-36	Charming, Small
37-39	Convocation
40-42	Darkness, Large
43-44	Darkness, Small
45-47	Defense, Large
48-50	Defense, Small
51-53	Disruption, Large
54-56	Disruption, Small
57-58	Divination, Large
59-61	Divination, Small
62-64	Everburning
65-67	Exploding, Large
68-69	Exploding, Small
70-72	Fireballs, Large
73-75	Fireballs, Small
76-81	Flame Arrows, Large
82-83	Flame Arrows, Small
84-86	Flame Blades, Large
87-89	Flame Blades, Small
90-91	Gold
93-93	Improved Shielding, Large
95-95	Improved Shielding, Small
97-97	Improved Survival, Large
99-00	Improved Survival, Small

Table M2: Candles

Roll	Item
01-03	Invocation
04-06	Methven
07-08	Propitiousness
09-11	Powerlessness
12-14	Protection
15-17	Protection, Large
18-19	Protection, Small
20-22	Purple
23-25	Pyrotechnics, Large
26-28	Pyrotechnics, Small
29-31	Red
32-33	Reflection, Large
34-36	Reflection, Small
37-39	Sanctuary, Large
40-42	Sanctuary, Small
43-44	Shielding, Large
45-47	Shielding, Small
48-50	Spells, Large
51-53	Spells, Small
54-56	Survival, Large
57-58	Survival, Small
59-61	Unfailing Light, Large
62-64	Unfailing Light, Small
65-67	Vapors, Insan Gas, Large
68-69	Vapors, Insan Gas, Small

70-72	Vapors, Poison, Large
73-75	Vapors, Poison, Small
76-78	Vapors, Sleep, Large
79-81	Vapors, Sleep, Small
82-83	Vapors, Smoke, Large
84-86	Vapors, Smoke, Small
87-89	Vapors, Sweet Smell, Large
90-92	Vapors, Sweet Smell, Small
93-94	Visibility, Large
95-97	Visibility, Small
98-00	Yellow

Table M3: Dusts

Roll	Item
01-02	Absorption
03-04	Adhering
05-06	Allergy
07-08	Appearance
09-10	Black Veil
11-12	Blandness
13	Blending
14-15	Blinding
16-17	Coagulation
18-19	Comeliness
20-21	Cure Nausea
22-23	Decoy
24-25	Delousing
26-27	Disappearance
28-29	Dryness
30-31	Dullness
32-33	Faerie
34-35	Feather
36-37	Fertilization
38	Fire
39-40	Flying
41-42	Fodder
43-44	Forgetfulness
45-46	Friendship
47-48	Illusion
49-50	Itching
51-52	Leech
53-54	Lotus, Black
55-56	Lotus, Blue
57-58	Lotus, Brown
59-60	Lotus, Gray
61-62	Lotus, Green
63	Lotus, Purple
64-65	Lotus, Red
66-67	Lotus, Yellow
68-69	Magic Detection
70-71	Mind Dulling
72-73	Opposition
74-75	Paralyzation
76-77	Purification
78-79	Repellant, Insect
80-81	Repulsion, Small Birds
82-83	Revealing
84-85	Rust
88	Sleeping, Green
89-90	Smoke
91-92	Sneezing
93-94	Sneezing & Choking
95-96	Tracelessness
97-98	Trail Dispersion
99-00	Truth

Table M4: Eggs

Roll	Item
01-03	Anti-Magic
04-07	Cloudkill
08-10	Crystal, True King
11-14	Desire, Black
15-17	Desire, Bone
18-21	Desire, Crystal
22-24	Desire, Golden
25-28	Desire, Scarlet
29-31	Disintegration
32-34	Flame
35-38	Fogcloud
39-41	Golden of Ghastar
42-45	Guardian
46-48	Philosopher's
49-52	Reason
53-55	Shattering
56-59	Stinking Cloud
	Wonder
60-62	Baboon, Rock
63-66	Bat, Giant
67-69	Bear, Black
70-72	Bear, Grizzly
73-76	Boar
77-79	Cat, Mountain Lion
80-83	Cat, Panther
84-86	Ferret, Giant
87-90	Lizard, Draco
91-93	Lizard, Gecko
94-97	Snake, Racer
98-00	Wolf, Normal

Table M5: Ointments

Roll	Item
01-11	Blessing
12-22	Healing
23-33	Keoghtom's
34-44	Poison
45-56	Scar Removal
57-67	Scarring
68-78	Second Sight
79-89	Soothing
90-00	Tanning

Table M6: Ioun Stones

Roll	Item
01-02	Blue Green Spindle
03-04	Brass Lozenge
05-07	Bright Silver Cylinder
08-09	Bright White Rectangle
10-11	Brown Rhomboid
12-13	Cerulean Blue Rhomboid
14-16	Clear Pink Sphere
17-18	Clear Sphere
19-20	Clear Spindle
21-22	Copper Rectangle
23-24	Cursed Version
25-27	Deep Black Sphere
28-29	Deep Purple Prism
30-31	Deep Red Sphere
32-33	Dull Grey
34-36	Dusty Rose Prism
37-38	Flickering White Snowflake
39-40	Gold Ellipsoid
41-42	Green Sphere
43-44	Incandescent Blue Sphere
45-47	Iridescent Spindle
48-49	Lavender/Green Ellipsoid
50-51	Light Blue Prism
52-53	Maroon Star
54-56	Orange Cube
57-58	Pale Blue Rhomboid
59-60	Pale Green Prism
61-62	Pale Lavender Ellipsoid
63-64	Pale Yellow Lozenge
65-67	Pearly White Spindle
68-69	Pink & Green Sphere
70-71	Pink Rhomboid
72-73	Puce Cube
74-76	Pulsing Red Star
77-78	Pure White Octahedron
79-80	Rainbow Ellipsoid
81-82	Rainbow Spindle
83-84	Scarlet & Blue Sphere
85-87	Silver Rod
88-89	Silver Sphere
90-91	Silvery Mirror Cube
92-93	Soft Black Rectangle
94-96	Supercharged Version
97-98	Vibrant Purple Prism
99-00	Yellow Sphere

Table M7: Plants

Roll	Item
01-08	Aaron's Rod
09-17	Adder's Tongue
18-25	Birthwort
26-33	Comfrey
34-42	Garlic
43-50	Henbane
51-58	Herb True Love
59-67	Juniper Berry
68-75	Marsh Mallow
76-83	Sphagnum Moss
84-92	St John's Wort
93-00	Woundweed

Table M8: Powders

Roll	Item
01-03	Aphrodisiac
04-06	Black Veil
07-10	Cigam Saffron
11-13	Coagulation
14-16	Comeliness
17-19	Courage
20-23	Cure Bleeding
24-26	Cure Circulatory Disease
27-29	Cure Nausea
30-32	Cure Nervous Disorders
33-35	Cure Paralysis
36-39	Cure Respiratory Disease
40-42	Delousing
43-45	Edible Objects, Puchezma's
46-48	Friendship
49-52	Healing, Minor
53-55	Hero's Heart
56-58	Itching
59-61	Magic Detection
62-65	Night Vision
66-68	Oak-in-Acorn
69-71	Obsession
72-74	Purification
75-77	Repellant, Insect
78-81	Repellant, Lycanthrope
82-84	Repellant, Undead
85-87	Scroll Ink
88-90	Sleep
91-94	Smoke
95-97	Tranquilizer
98-00	Truth

Table M9: Paints

Roll	Item
01-17	Blackmoor, Black
18-33	Blackmoor, Blue
34-50	Blackmoor, Brown
51-67	Blackmoor, Green
68-83	Blackmoor, Red
84-00	Blackmoor, White

Table M10: Salves

Roll	Item
01-07	Far Seeing, Ash
08-13	Far Seeing, Dust
14-20	Far Seeing, Earth
21-27	Far Seeing, Ice
28-33	Far Seeing, Magma
34-40	Far Seeing, Minerals
41-47	Far Seeing, Negative
48-53	Far Seeing, Ooze
54-60	Far Seeing, Positive
61-67	Far Seeing, Radiance
68-73	Far Seeing, Salt
74-80	Far Seeing, Smoke
81-87	Far Seeing, Steam
88-93	Far Seeing, Water
94-00	Healing

Table M11: Stones

Roll	Item
01-02	Attraction, Avian
03-04	Bezoar
05-06	Cleaning
07-08	Coruskian
09-10	Dancing Lights
11-12	Darkness
13-14	Dream
15-16	Earth Elemental Control
17-18	Ebon
19-20	Everburning
21-22	Glowstone
23-24	Good Luck
25-26	Immunity, Cold
27-28	Lock
29-30	Lode
31-32	Mysterious Sounds
33-34	Philosopher's
35-36	Sampling
37-39	Shielding
40-41	Sponge
42-43	Travel
44-45	All-Round Vision
46-47	Clairaudience
48-49	Clairvoyance
50-51	Combat Mind
52-53	Conceal Thoughts
54-55	Danger Sense
56-57	Know Direction
58-59	Lend Health
60-61	Life Detection
62-63	Object Reading
64-65	Poison Sense
66-67	Psychic Messenger
68-70	Sens. to Psych. Impres.
71-72	Spirit Sense
73-74	Ward
75-76	Warfu, Black
77-78	Warfu, Blue
79-80	Warfu, Crystal
81-82	Warfu, Green
83-84	Warfu, Opal
85-86	Warfu, Red
87-88	Warfu, Violet
89-90	Warfu, White
91-92	Warfu, Yellow
93-94	Warmth
95-96	Weight
97-98	Well, Cursed
99-00	Well

Table M12: Miscellaneous

Roll	Item
01-06	Apple, Bragi
07-11	Apple, Cure Disease
12-17	Apple, Cure Light Wounds
18-22	Balm, Burns
23-28	Balm, Fear Banisher
29-33	Balm, Healing
34-39	Balm, Healing, Extra
40-44	Balm, Healing, Super
45-50	Balm, Poison & Venom
51-56	Bath, Animate Zombie
57-61	Bath, Curing, Leprosy
62-67	Bath, Curing, Mummy Rot
68-72	Berry, Fire
73-78	Bone, Animation
79-83	Bone, Bruising
84-89	Bone, Clapper
95-00	Bone, Turning

Table M13: Miscellaneous

Roll	Item
01	Candle Snuffer, Remote
02-03	Cheese, Odors
04	Cheese, Vile Odors
05	Clover, Four-Leaf
08	Coal, Warmth
09-10	Cordial, Dryad
11	Dicerion, Light & Darkness
12	Eidolon, Khalk'Ru
13-14	Fire, Cold
15	Fire, Dark
16	Fluid, Mummy Embalming
17-18	Gas, Spectre
19	Glue, Sovereign
20-21	Grain, Discomfort
22	Inkwell, Concealment
23	Inkwell, Everfull
24-25	Inkwell, Scrollmaking
26	Marble, Cat's Eye
27	Marble, Granite
28-29	Marble, Merty's Marvelous
30	Marble, Quarry
31-32	Marble, Warp
33	Melon, Moon
34	Odor, Sleep
35-36	Odor, Wakefulness
37	Odrovir
38	Pepper, Fire
39-40	Pepper, Sneezing
	Pigment
41	Longevity
42-43	Nolzur's Marvelous
44	Pill, Plentiful Water
45	Pill, Tanglefoot
46-47	Pipeweed, Illusion
48-49	Pipeweed, Stoning
50-51	Pipeweed, Tranquility
52	Repellent, Parasite
53-54	Rock, Death, Darahd S'tin
55	Root, Tanglevine
56	Rub, Animate Skeleton
57-58	Salt, Earth
59	Seed, Chain Daisy
60	Seed, Dragon Lily
61-62	Seed, Goldbug
63	Seed, Growth
64-65	Seed, Hill
66	Seed, Mountain
67	Seed, Sun
68-69	Seed, Sweet Onion
70	Seed, Wealth
71	Snuffer, Death
72-73	Snuffer, Dousing
74	Snuffer, Explosion
75-76	Snuffer, Serving
77	Snuffer, Transference
78	Solution, Ultimate
79-80	Solvent, Universal
81	Spore, Air
82	Tart, Accusation
83-84	Tart, Enticement
85	Tart, Summer's Day
86-87	Thorn, Sleep
88	Wax, Careful Hearing
89	Wax, Ceiling
90-91	Wax, Fabrication
92	Wax, Hearing
93	Wax, Sealing
94-95	Wax, Waning
96	Weed, Rapture
97-98	Weed, Witch
99	Wool, Lapland
00	Wool, Magic

Table N: Household Items and Tools

Table N: Preliminary Table

Roll	Table
01-02	Table N1: Aprons
03-07	Table N2: Banners
08-12	Table N3: Doors
13-14	Table N4: Lamps
15-16	Table N5: Canes
17-19	Table N6: Lanterns
20-27	Table N7: Mirrors
28-30	Table N8: Quills
31-34	Table N9: Miscellaneous
35-45	Table N10: Miscellaneous
46-56	Table N11: Miscellaneous
57-66	Table N12: Miscellaneous
67-78	Table N13: Miscellaneous
79-89	Table N14: Miscellaneous
90-00	Table N15: Miscellaneous

Table N1: Aprons

Roll	Item
01-10	Comfort
11-20	Cooking +1
21-30	Cooking +2
31-40	Heat Immunity
41-50	Protection +1
51-60	Protection +2
61-70	Protection +3
71-80	Protection +4
81-90	Protection +5
91-00	Rejuvenation

Table N2: Banners

Roll	Item
01-05	Attraction
06-11	Bravery
12-16	Cursed
17-21	Ferocity
22-26	Flying
27-32	Friendship
33-37	Holy
38-42	Insults
43-47	Law's
48-53	Magic Shield
54-58	Privacy
59-63	Protection
64-68	Protection +2
69-74	Protection, Cold
75-79	Protection, Electricity
80-84	Protection, Fire
85-89	Protection, Gas
90-95	Protection, Petrification
96-00	Terror

Table N3: Doors

Roll	Item
01-05	Back
06-10	Disappearance
11-14	Displacement
15-19	Front
20-24	Guarding
25-29	Nadrun's Type #01
30-33	Nadrun's Type #02
34-38	Nadrun's Type #03
39-43	Nadrun's Type #04
44-48	Nadrun's Type #05
49-52	Nadrun's Type #06
53-57	Nadrun's Type #07
58-62	Nadrun's Type #08
63-67	Nadrun's Type #09
68-71	Nadrun's Type #10
72-76	Nadrun's Type #11
77-81	Nadrun's Type #12
82-86	Revolving
87-90	Teleportation, Greater
91-95	Teleportation, Lesser
96-00	Terror

Table N4: Lamps

Roll	Item
01-09	Automatic Light
10-18	Continuous Burning
19-27	Darkness
28-36	Floor
37-45	Honesty
46-55	Hurricane
56-64	Long Burning
65-73	Plant Growth
74-82	Remote Lighting
	Summoning
83-91	Timely Illumination
92-00	Wish

Table N5: Cane

Roll	Item
01-10	Age
11-20	Armament
21-30	Blindness
31-40	Detection
41-50	Protection +1
51-60	Protection +2
61-70	Protection +3
71-80	Protection +4
81-90	Protection +5
91-00	Stiffness

Table N6: Lanterns

Roll	Item
01-08	Bashal's Tendrilight
09-15	Continual Light
16-23	Continual Light w/shutter
24-31	Dragon
32-38	Goldmane's Dazzler
39-46	Greyhawk
47-54	Illag's Abominable Beacon
55-62	Krillus's Blazer
63-69	Malthrox's Shadowcaster
70-77	Many Colors
78-85	Mesakk's Eye
86-92	Spying
93-00	Thessall's Wayguider

Table N7: Mirrors

Roll	Item
01-03	Allseeing, Yefar's
04-06	Barlithian's Mystical
07-09	Confusion, Yefar's
10-12	Curing
13-15	Duplication
16-18	Enlightenment
19-21	Evem's Enviable Image
22-24	Fear
25-27	Flaming, Tenh
28-30	Great, Yefar's
31-33	Images
34-36	Lake
37-39	Life Saving
40-42	Life Trapping
43-45	Limbo
46-48	Memory, Yefar's
49-52	Mental Prowess
53-55	Murky
56-58	Opposition
59-61	Reading
62-64	Recall
65-67	Retention
68-70	Reversal
71-73	Seeing
74-76	Simple Order
77-79	Sophistication
80-82	Speed, Yefar's
83-85	Spirit Seeing
86-88	Transformation
89-91	Travel
92-94	Travel, Improved
95-97	Truth
98-00	Vanity

Table N8: Quills

Roll	Item
01-09	Copying
10-18	Erasing
19-27	Forgery
28-36	Grease
37-45	Law
46-55	Long Writing
56-64	Necromancy
65-73	Porcupine
74-82	Scribbling
83-91	Scroll Creation
92-00	Transcription

Table N9: Miscellaneous

Roll	Item
07-12	Anvil, Dwarves, High
13-18	Anvil, Lortmil Mountains
19-24	Anvil, Sympathetic Heat
25-29	Armchair, Entrapment
30-35	Armchair, Helplessness
36-41	Armchair, Relaxing
42-47	Armchair, Retrieval
48-53	Armchair, Seeing
54-59	Armchair, Travel
60-65	Armchair, Ugliness
66-71	Awl, Hole-Punching
72-76	Awl, Mess
77-82	Awl, Metal Piercing
83-88	Awl, Protection Puncture
89-94	Balance, Conversion
95-00	Balance, Judgment

Table N10: Miscellaneous

Roll	Item
01-02	Balance, Power
03-04	Bedroll, Dryness
05-06	Bellow, Breath
07-08	Bellow, Breezes
09-10	Bellow, Roaring
11-12	Bench, Encumbrance
13-14	Bench, Levitation
15-16	Bench, Ramming
17-18	Blanket, Comfort
19-20	Blanket, Devouring
21-22	Blanket, Protection +1
23-24	Blanket, Protection +2
25-26	Blanket, Protection +3
27-28	Blanket, Sleeping
	Brazier
29-30	Fire Elem. Command
31-32	Hu'i Wing
33-34	Sleep Smoke
35-36	Broom, Animated Attack
37-38	Broom, Blindness
39-40	Broom, Flying
41-42	Broom, Serving
43-44	Broom, Sweeping
45-46	Brush, Colors
47-48	Brush, Grooming
49-50	Brush, Untangling
51-52	Button, Blasting
53-54	Button, Confusion
55-56	Button, Fastening
57-58	Canvas, Pictures
59-61	Carpet, Fighting
62-64	Carpet, Flying, 1 Person
65-67	Carpet, Flying, 2 Person
68-70	Carpet, Flying, 3 Person
71-72	Carpet, Flying, 4 Person
75-76	Chair, Ancestors
77-78	Chair, Shrinking
79-80	Chair, Sleep Prevention
83-84	Cloth, Merchant's
85-86	Cloth, Polishing
87-88	Cloth, Steel
89-90	Cooker, Electric
91-92	Cord, Climbing
93-94	Cord, Constriction
95-96	Cord, Ekbir +1
97-98	Cord, Entanglement
99-00	Cord, Kybal's

Table N11: Miscellaneous

Roll	Item
01-02	Cot, Entrapment
03-04	Cot, Restlessness
05-06	Cot, Suspension
07-08	Couch, Shrinking
09-10	Coverlet, Blending
11-12	Coverlet, Warmth, Silk
13-14	Cradle & Nursery, Baby
15-17	Curtain, Scenery
18-20	Curtain, Spying
21-22	Cushion, Regeneration
23-25	Cutlery, Courtly Manners
26-27	Desk, Restudying
28-30	Desk, Studying
31-32	Eartrumpet, Magical
33-35	Eyeglass, Jeweler
36-37	Eyepatch, Tenh
38-39	Flag, Dragon
40-41	Flag, Untrue Colors
42-43	Forge, Iron, of the Armies
44-45	Forge, Metal Protection
46-48	Grappling Iron, Enchanted
49-50	Hammock, Entrapment
51-52	Hammock, Layne's
53-54	Hammock, Protection +1
55-56	Hammock, Protection +2
57-58	Hammock, Protection +3
59-60	Hammock, Protection +4
61-62	Hammock, Protection +5
63-64	Hasp, Locking
65-66	Hasp, Reloading
67-68	Hinge, Opening
69-70	Hinge, Shrieking
71-72	Hook, Grappling, Griffon
73-74	Hook, Wizard
75-76	Hourglass, Auquhol
77-78	Hourglass, Fire & Ice
79-80	Hourglass, Obedience
81-82	Hourglass, Seeing
83-84	Hourglass, Timing
85-86	Identifier, Nefradina's
87-88	Iron, Imprisonment
89-90	Iron, Liquid
91-92	Iron, Opening
93-94	Iron, Steam
95-96	Iron, Throwing
97-98	Iron, Transference
99-00	Key, Opening

Table N12: Miscellaneous

Roll	Item
01-02	Key, Quinarost
03-04	Key, Sirden
05-06	Key, Skeleton
07-08	Key, Unlocking
09-10	Knot, Faithful
11-13	Knot, Holding, Str 20
14-16	Knot, Holding, Str 17
17-19	Knot, Holding, Str 19
20-22	Knot, Holding, Str 18
23-24	Ladder, Balance
25-27	Ladder, Climbing
28-30	Ladder, Length
31-33	Ladle, Candlemaking
34-36	Ladle, Curing
37-38	Ladle, Drinking
39-41	Ladle, Duplication
42-44	Levelmaker
45-46	Lock & Bolt, Skie's
47-48	Log, Burning
49-50	Log, Combination
51-52	Log, Floating
53-54	Log, Ramming
55-56	Log, Repetitive Burning
57-58	Log, Rolling
59-60	Log, Snoring
61-62	Lure, Fishing, Magic
63-64	Magnet, Giant
65-66	Mattock, Titans
67-68	Mattress, Merty's
69-70	Moat, Folding
71-72	Mortar & Pestle
73-74	Mortar, Everproducing Rice
75-76	Muzzle, Mauling
77-78	Muzzle, Training
79-80	Nail, Building
81-82	Nail, Death
83-84	Nail, Pointing
85-86	Nail, Securing
87-88	Nail, Ten-Penny
89-90	Needle, Death
91-92	Needle, Knitting, Speed
93-94	Needle, Lively Tattoos
95-96	Needle, Repair
97-98	Needle, Sewing
99-00	Oven, Heat

Table N13: Miscellaneous

Roll	Item
	Painting
01-02	"Dragonnel"
03-04	"Gladiators, The"
05-06	"Glorindel's Gates"
07-08	"Glorindel's Living"
09-10	"Igraine's Portraits"
11-12	"Watchers, The"
13-14	"Widow's Walk"
15-16	Palette, Identity, Bell's
17-18	Pan, Frying
19-20	Pan, Spices
21-22	Pedestal, Blyphian

Roll	Item
23-24	Pen, Excellence
25-26	Pen, Speedy Writing
27-28	Pen, Truth
29-30	Pick, Earth Parting
31-32	Pickaxe, Piercing
33-34	Pillow, Regeneration
35-36	Pillow, Restlessness
37-38	Pitchfork, Penetration
39-40	Plate, Book
41-42	Plate, Counterfeiting
43-44	Plate, Dinner
45-46	Plate, Leomund's
47-48	Poker, Fire Control
49-50	Poker, Searing
51-52	Poker, Summoning
53-54	Portrait, Longevity
55-56	Pump, Deep Drilling
57-58	Pump, Water Summoning
59-60	Rack, Violin
61-62	Rag, Drying
63-64	Rake, Climbing
65-66	Rake, Iron
67-68	Rake, Retrieval
69-70	Rake, Ship
71-72	Rake, Smoothing
73-74	Rake, Tracking
75-76	Rations, Epox's Iron
77-78	Rope, Constriction
79-80	Rope, Entanglement
81-82	Rope, Infinite
83-84	Rug, Self-Cleaning
85-86	Rug, Smothering
87-88	Rug, Welcome
89-90	Saw, Cutting
91-92	Saw, Mighty Cutting
93-94	Seat, Bane
95-96	Servant, Leuk-O's Mighty
97-98	Servant, Serpent
99-00	Shovel, Animation

Table N14: Miscellaneous

Roll	Item
04-05	Shovel, Gravedigging
06-07	Shovel, Internment
08-09	Soap, Abrasion
10-11	Soap, Scented
12-13	Soap, Washing
14-16	Spade, Colossal Excavation
17-18	Speculum, Signal
19-20	Sponge, Ever-Damp
21-22	Spoon, Birth
23-24	Spoon, Eating
25-26	Spoon, Medication
27-29	Spoon, Mixing
30-31	Spoon, Murlynd's
32-33	Spoon, Musical
34-35	Spoon, Sticking
36-38	Spoon, Stirring
39-40	Spoon, Sugar
41-42	Stair, Ascending
43-44	Stair, Breaking
45-46	Stair, Cold
47-48	Stair, Descending
49-50	Stair, Endless
51-52	Stair, Judgement
53-54	Stair, Slipping
55-56	String, Attachment
57-58	String, Lashing
59-60	String, Pearls
61-62	String, Shackles
63-64	String, Tangle
65-66	String, Warding
67-68	Stylus, Scribing
69-70	Sundial, Timekeeping
71-72	Table, Banquets
73-74	Table, Contents
75-76	Table, Elements
77-78	Table, Plenty
79-80	Table, Writing
81-82	Tablecloth, Augricrone's
83-84	Tablecloth, Feasting
85-86	Tablet, Fate
87-88	Tablet, Summoning, Spirit
89-90	Tableware, Cleanliness
91-92	Tapestry, Disease Warding
93-94	Tapestry, Ekbir
95-96	Tea Set, Skill & Grace
97-98	Telescope, Fantastic Vision
99-00	Telescope, True Vision

Table N15: Miscellaneous

Roll	Item
01-02	Tent, Captivity
03-04	Tent, Dew
05-06	Tent, Luxury
07-08	Tent, Mist
09-10	Tent, Polychromatic
11-12	Tent, Poor
13-14	Tent, Shelter
15-16	Tent, Standing
17-18	Tent, Warning
19-20	Thread, Aging
21-22	Thread, Commands
23-24	Thread, Embroidery
25-26	Throne, Death
27-28	Throne, Incineration
29-30	Throne, Power
31-32	Throne, Summoning
33-34	Tightrope, Tallin's
35-36	Timeglass, Mage
37-38	Tool, Gemcutter's, Sunndi
39-40	Tool, Woodworker's, Dyvers
41-43	Towel, Ever-Clean
44-45	Tray, Kaylan's Wooden
46-47	Tub, Fat
48-49	Tub, Lard
50-51	Tub, Sailing
52-53	Tub, Taryn's
54-56	Tub, Washing
57-59	Tun, Ale
60-62	Tun, Cursed Ale
63-64	Twine, Thorn
65-66	Vacuum, House
67-68	Vane, Location, Greater
69-70	Vane, Location, Lesser
71-72	Winch, Power
73-74	Window, Display
75-76	Window, Dressing
77-78	Window, Opacity
79-80	Window, Peeping
81-82	Window, Spying
83-84	Window, Visiting
85-86	Writing Set, Wondrous
87-88	Yoke, Boar Harnessing
89-90	Yoke, Flight
91-92	Yoke, Irritation
93-94	Yoke, Obedience
95-96	Yoke, Practical
97-98	Yoke, Underwater Action
99-00	Zwieback, Zymurgy

Table O: Musical Instruments

Table O: Preliminary Table

Roll	Table
01-29	Table O1: Instruments
30-50	Table O2: Instruments
51-79	Table O3: Instruments
80-00	Table O4: Instruments

Table O1: Instruments

Roll	Item
01-02	Bagpipe, Confusion
03-04	Bagpipe, Droning
05-06	Bagpipe, Fear
07-08	Bagpipe, Feline Attraction
09-10	Bagpipe, Headache
11-12	Bagpipe, Rat Attraction
13-14	Bagpipe, Shattering
	Bell
15-16	Alarm
17-18	Ball
19-20	Calling
21-22	Choir
23-24	Church
25-26	Cow
27-28	Diving, Postern-1
29-30	Freedom
31-32	Lacedon Summoning
33-34	Protection +1
35-36	Protection +2
37-38	Protection +3
39-40	Protection +4
41-42	Protection +5
43-44	Ringing
45-46	Warning
47-48	Warning, Spelljamming
49-50	Bugle, Reviving
51-52	Bugle, Sleeping
53-54	Bugle, Walking
55-56	Chime, Feather
57-58	Chime, Hunger
59-60	Chime, Interruption
61-62	Chime, Opening
63-64	Chime, Time
65-66	Chime, Visitors
67-68	Chime, Warning
69-70	Coronet, Communication
71-72	Coronet, MacIntyre
73-74	Coronet, Reviving
75-76	Coronet, Walking
77-78	Cymbal, Crashing
79-80	Drum, Bass
81-82	Drum, Deafening
83-84	Drum, Native
85-86	Drum, Panic
87-88	Drum, Picnic
89-90	Drum, Silence
91-92	Drum, Thunder
93-94	Flute, Bone
95-96	Flute, Courage
97-98	Flute, Danger
99-00	Flute, Dismissing

Table O2: Instruments

Roll	Item
01-03	Flute, Faerie
04-06	Flute, Hwal, Silver
07-09	Flute, Luck
10-12	Flute, Playing
13-15	Flute, Silver
16-18	Flute, Wandering Monsters
19-21	Flute, Wind Dancing
22-24	Gong, Butler Summoning
25-27	Gong, Chain
28-30	Gong, Dispelling
31-33	Gong, Earthquakes
34-36	Gong, Fishing
37-39	Gong, Kicking
40-42	Gong, Stunning
43-45	Gong, Summoning
46-48	Gong, Whirlwinds
49-51	Harp, Azlaer's
52-54	Harp, Broken
55-57	Harp, Charming
58-60	Harp, Discord
61-63	Harp, Dove's
64-66	Harp, Esheen's
67-69	Harp, Fingerbreaking
70-72	Harp, Gold
73-75	Harp, Hand
76-78	Harp, Janthra's
79-80	Harp, Marks
81-84	Harp, Methild's
85-87	Harp, Nithanalor's
88-90	Harp, Questing
91-93	Harp, Rhingalade's
94-96	Harp, Silence
97-00	Harp, Spirit Restoration

Table O3: Instruments

Roll	Item
01-02	Harp, Throbbing
03-04	Harp, Valard's
05-06	Harp, Zunzalor's
07-08	Horn, Barrier Peaks
09-10	Horn, Blasting
11-12	Horn, Bubbles
13-14	Horn, Collapsing
15-16	Horn, Command
17-18	Horn, Death's Head
19-20	Horn, Dolphins
21-22	Horn, Drinking, Bottomless
23-24	Horn, Fog
25-28	Horn, Goodness/Evil
29-30	Horn, Hard Hearts
31-32	Horn, Plenty
33-34	Horn, September
35-36	Horn, Signalling
37-38	Horn, Tritons
39-40	Horn, Uncontrolable Striding & Springing
41-42	Horn, Unicorn
43-44	Horn, Valhalla, Brass
45-46	Horn, Valhalla, Bronze
47-48	Horn, Valhalla, Iron
49-50	Horn, Valhalla, Silver
51-52	Horn, Valor
53-54	Horn, Vast Swamp
55-56	Horn, Voices
57-58	Horn, War
	Instrument, Bard
59-60	Anstruth Harp
61-62	Canaith Mandolin
65-66	Doss Lute
67-68	Fochucan Bandore
69-70	Mac-Fuirmidh Cittern
71-72	Ollamh Harp
73-74	Larynx, Deafening
75-76	Lute, (Biwa), Calm
77-78	Lute, (Biwa), Charm
79-80	Lute, (Biwa), Discord
81-82	Lute, Loot
83-84	Lute, Singalong
85-86	Lute, Summoning, Bard
87-88	Lute, Woodwalking
89-90	Lyre, Building
91-92	Lyre, Spheres
93-94	Pipe, Aromatic
95-96	Pipe, Brewers
97-98	Pipe, Bubble
99-00	Pipe, Copper

Table O4: Instruments

Roll	Item
01-03	Pipe, Doom
04-05	Pipe, Dorfin's Organ
06-08	Pipe, Gas
09-13	Pipe, Halfling
14-16	Pipe, Haunting
17-19	Pipe, Hot Air
20-22	Pipe, Lasting
23-24	Pipe, Madness
25-27	Pipe, Pain
28-30	Pipe, Pan
31-32	Pipe, Panic
33-35	Pipe, Puckering
36-38	Pipe, Reeking
39-41	Pipe, Self-Lighting
42-43	Pipe, Sewers
44-46	Pipe, Smoke Rings
47-49	Pipe, Smoking
50-51	Pipe, Snake Summoning
52-54	Pipe, Sounding
55-57	Pipe, Speaking
58-59	Pipe, Water
60-62	Rattle, Death
63-65	Rattle, Summoning
66-68	Rattle, Youth
69-70	Trumpet, Doom
71-73	Whistle, Axewood
74-76	Whistle, Dragon
77-78	Whistle, Gateway
79-81	Whistle, Herding
82-84	Whistle, Shrieking
	Zither
85-86	Zombie Control
87-89	Zombie Protection +5
90-92	Zombie Protection +4
93-95	Zombie Protection +1
96-97	Zombie Protection +2
98-00	Zombie Protection +3

Table P: Weird Stuff

Table P: Preliminary Table

Roll	Table
01-03	Table P1: Balls
04-06	Table P2: Boats
07-08	Table P3: Chains
09-10	Table P4: Fans
11-13	Table P5: Cubes
14-19	Table P6: Eyes
20-23	Table P7: Figureheads
24-26	Table P8: Globes
27-28	Table P9: Figurines
29-38	Table P10: Planar Forks
39-42	Table P11: Spelljam Helms
43-44	Table P12: Lenses
45-46	Table P13: Rudders
47-48	Table P14: Statues
49-50	Table P15: Teeth
51-53	Table P16: Wheels
54-56	Table P17: Miscellaneous
57-65	Table P18: Miscellaneous
66-74	Table P19: Miscellaneous
75-82	Table P20: Miscellaneous
83-91	Table P21: Miscellaneous
92-00	Table P22: Miscellaneous

Table P1: Balls

Roll	Item
01-06	Ball, Base
07-11	Ch'Thon's Astral
12-17	Cosmetics
18-27	Crystal
28-32	Crystal, Clairaudial
33-38	Crystal, ESP
39-46	Crystal, Hypnosis
45-50	Crystal, Sending
51-56	Crystal, Telepathic
57-61	Elemental, Air
62-67	Elemental, Earth
68-72	Elemental, Fire
73-78	Elemental, Water
79-83	Endless String
84-89	Foot
91-94	Onyx
95-00	Power

Table P2: Boats

Roll	Item
01-06	Air
07-13	Desert
14-19	Folding
20-25	Frog
26-31	Gnomish Submersible
32-38	House
39-44	Ice
45-50	Keel, Hades
51-56	Mist
57-63	Phaseships
64-69	Semekhtet-Barge
70-75	Skyfish
76-81	Skyship
82-88	Smuggler's
89-94	Storm Rider, Gearnat Sea
95-00	Undersea

Table P3: Chains

Roll	Item
01-08	Ancient Slaver
	Danleor's Dungeon
09-17	Str-14
18-25	Str-15
26-33	Str-16
34-42	Str-17
43-50	Str-18/00
51-58	Str-19
59-67	Str-19+
68-75	Str-20
76-83	Str-21
84-92	Holding
93-00	Teleportation

Table P4: Fans

Roll	Item
01-08	+1
09-17	+2
18-25	+3
26-33	+4
34-42	+5
43-50	Charming
51-58	Cooling
59-67	Dancing
68-75	Fanfare
76-83	Sorceress
84-92	Warmth
93-00	Wind

Table P5: Cubes

Roll	Item
01-06	Abilities
07-13	Black Onyx, Acheron
14-19	Bullion
20-25	Cooling
26-31	Cubic Foot
32-38	Cubic Yard
39-44	Disabilities
45-50	Force
51-56	Frost Resistance
57-63	Glow
64-69	Ice
70-75	Luck
76-81	Protection Missiles +1
82-88	Silver, Twin Paradises
89-94	Sounding
95-00	Sweetness

Table P6: Eyes

Roll	Item
01-03	Accuracy
04-06	Arik
07-09	Assassin's
10-12	Black Opal
13-15	Charming
16-18	Dragon, Black
19-21	Dragon, Blue
22-24	Dragon, Brass
25-26	Dragon, Bronze
27-30	Dragon, Copper
31-32	Dragon, Gold
33-35	Dragon, Green
36-38	Dragon, Platinum
39-41	Dragon, Red
42-44	Dragon, Silver
45-47	Dragon, White
48-50	Eagle
51-53	Fire, Avissar's
54-56	Immortal
57-59	Infravision
60-62	Leviathan
63-65	Magic, Bowl-Lid Size
66-68	Magic, Buckler Size
69-71	Magic, Coin Size
72-74	Magic, Saucer Size
75-76	Magic, Trade-Token Size
77-79	Minute Seeing
80-82	Night Vision
83-85	Petrification
86-88	Petrification, Cursed
89-91	Traldar
92-94	Undead
95-97	Underwater Vision
98-00	Winking

Table P7: Figureheads

Roll	Item
01-05	Armless
06-10	Blessing
11-15	Combinant
16-20	Cursed
21-25	Eyes Closed +1
26-30	Eyes Closed +2
31-35	Eyes Closed +3
36-40	Eyes Closed +4
41-45	Full-Bodied
46-50	Headgear-Wearing
51-55	Protection
56-60	Sideways-Glancing
61-65	Smiling −1
66-70	Smiling −2
71-75	Smiling −3
76-80	Smiling −4
81-85	Smiling, Cursed −1
86-90	Wondrous Power, Attacks
91-95	Wondrous Power, Disguise
96-00	Wondrous Power, Speed

Table P8: Globes

Roll	Item
01-06	Cirulon
07-13	Glow-
14-19	Glowing
20-25	Mervic's, Black
26-31	Mervic's, Blue
32-38	Mervic's, Gray
39-44	Mervic's, Green
45-50	Mervic's, Mottled
51-56	Mervic's, Purple
57-62	Mervic's, Red
63-69	Mervic's, White
70-75	Mervic's, Yellow
76-81	Purification
82-88	Serenity
95-00	Yezud

Table P9: Figurines

Roll	Item
	Wondrous Power
01-08	Ebony Fly
09-17	Golden Lion
18-25	Ivory Goat, Travelling
26-33	Ivory Goat, Terror
34-42	Ivory Goat, Travail
	Marble Elephant
43-50	Mammoth
51-58	Asiatic
59-67	African
68-75	Mastodon
76-83	Obsidian Steed
84-92	Onyx Dog
93-00	Serpentine Owl

Table P10: Planar Forks

Roll	Item
01-02	Brass A
03-04	Bronze A
05	Copper A
06-07	Copper A-Flat
08-09	Copper A-Sharp
10-11	Gold C-Sharp
12-13	Gold C-Sharp Major
14	Gold C-Sharp Minor
15-16	Gold D
17-18	Gold D Major
19-20	Gold D Minor
21	Gold E
22-23	Gold E Major
24-25	Gold E Minor
26-27	Gold E-Flat
28-29	Gold E-Flat Major
30	Gold F
31-32	Gold F Major
33-34	Gold F Minor
35-36	Gold F-Sharp
37-38	Gold F-Sharp Major
39	Gold F-Sharp Minor
40-41	Gold G
42-43	Gold G Major
44-45	Gold G Minor
46	Iron C-Sharp
47-48	Iron C-Sharp Major
49-50	Iron C-Sharp Minor
51-52	Iron D
53-54	Iron E
55	Iron E Major
56-57	Iron E Minor
58-59	Iron E-Flat
60-61	Iron E-Flat Major
62-63	Iron E-Flat Minor
64	Iron F
65-66	Iron F Major
67-68	Iron F Minor
69-70	Iron F-Sharp
71	Iron F-Sharp Major
72-73	Iron F-Sharp Minor
74-75	Iron G
76-77	Iron G Major
78-79	Iron G Minor
80	Lead A
81-82	Lead A-Flat
83-84	Nickel C
85-86	Pewter A
87-88	Platinum C
89	Silver C
90-91	Tin A
92-93	Tin A-Flat
94-95	Tin A-Sharp
96	Zinc A
97-98	Zinc A-Flat
99-00	Zinc-lead mix A

Table P11: Spelljam Helms

Roll	Item
01-05	Artifurnace
06-10	Bardic
11-14	Beacon
15-19	Bomb-
20-24	Cloaking
25-29	Crown of the Stars
30-33	Death
34-38	Forge
39-43	Furnace
44-48	Gnomish
49-52	Grand
53-57	Ki
58-62	Lifejammer
63-67	Major
68-71	Minor
72-76	Orbus
77-81	Pool
82-86	Pump
87-90	Radiant
91-95	Series
96-00	Ultimate

Table P12: Lenses

Roll	Item
01-10	Blinding
11-20	Detection
21-30	Far Seeing
31-40	Lighting
41-50	Reflection
51-60	Remote Viewing
61-70	Speed Reading
71-80	Subtitles
81-90	Ultravision
91-00	Valuation

Table P13: Rudders

Roll	Item
01-09	Guidance
10-18	Maneuverability, B
19-27	Maneuverability, C
28-36	Maneuverability, D
37-45	Maneuverability, E
46-55	Maneuverability, G
56-64	Propulsion
65-73	Speed +1
74-82	Speed +2
83-91	Speed +3
92-00	Speed −1

Table P14: Statues

Roll	Item
01-08	Cat of Felkovic Power
09-15	Medic with Bag
16-23	Old Captain with Pipe
24-31	Old Salty with Raincoat
32-38	Pirate Mate with Rapier
39-46	Pirate with Pegleg
47-54	Sails-Boy with Rope
55-62	Skipper with Hat
63-69	Swabbie with Bucket
70-77	Weaponsmaster
78-85	Whaler with Harpoon
86-92	Singing
93-00	Substitution

Table P15: Teeth

Roll	Item
01-08	Dragon, Black
09-15	Dragon, Blue
16-23	Dragon, Brass
24-31	Dragon, Bronze
32-38	Dragon, Copper
39-46	Dragon, Gold
47-54	Dragon, Green
55-62	Dragon, Red
63-69	Dragon, Silver
70-77	Dragon, White
78-85	Respite
86-92	Stamina
93-00	Torm

Table P16: Wheels

Roll	Item
01-07	Fairy's
08-13	Fire
14-20	Floating
21-27	Floating, Cursed
28-33	Fortune
34-40	Hasty
41-47	Keening
48-53	Maneuverability, B
54-60	Maneuverability, C
61-67	Maneuverability, D
68-73	Maneuverability, E
74-80	Maneuverability, G
81-87	Spinning
88-93	Square
94-00	Wind Fire

Table P17: Miscellaneous

Roll	Item
01-06	Anchor, Aerial
07-12	Anchor, Fishing
13-18	Anchor, Man
19-24	Anchor, Seafaring
25-29	Anchor, Staying, Cursed
30-35	Anchor, Staying, Greater
36-41	Anchor, Staying, Lesser
42-47	Anchor, Weight
48-53	Antennae, Triangulation
54-59	Apparatus, Kwalish
60-65	Apparatus, Spikey Owns
66-71	Arm, Silver of Ergoth
72-76	Astrolabe
77-82	Balloon, Air
83-88	Balloon, Carnivorous
89-94	Balloon, Containment
95-00	Balloon, Hot Air

Table P18: Miscellaneous

Roll	Item
01-03	Balloon, Poison
04-06	Balloon, Rust
07-09	Balloon, Soap
10-12	Balloon, Traveling
13-15	Balloon, Word
16-18	Barge, Hasty, Nyr Dyv
19-21	Baton, Diviner of Life
22-24	Beady Eye

25-27	Bomb, Time
28-30	Bridge, Portable
31-32	Bridle, Control
33-34	Bridle, Ginzani's
35-36	Bridle, Listening
37-38	Bridle, Soaring
39-40	Bridle, Speaking
41-42	Bridle, Taming
43-44	Bridle, Wings
45-46	Bundle, Sacred
47-48	Canoe, Portable
49-50	Canoe, Portage
51-52	Canoe, Travel
53-54	Card, Fortune Telling
55-56	Cart, Bigwheel
57-58	Cart, Convenience
59-60	Cart, Decks
61-62	Cart, Mouse
63-64	Chariot, Franklyn's
65-66	Chariot, Re
67-68	Chariot, Silver, Olympus
69-70	Chess Set, Challenge
71-72	Cloaking Device, Field
73-74	Coin, Almor
75-76	Coin, Eight Diagram
77-78	Coin, Equus
79-80	Compass, Elemental, Air
81-82	Compass, Elemental, Earth
83-84	Compass, Elemental, Fire
85-86	Compass, Elemental, Water
87-88	Compass, Magic
89-90	Coracle, Blue Fires
91-92	Coracle, Folding
93-94	Crew, Unseen Ship
95-96	Treatise, Tedium
97-98	Currach, Elysium
99-00	Deck, Decking

Table P19: Miscellaneous

Roll	Item
01-02	Deck, Fate
03-04	Deck, Illusions
05-06	Deck, Many Things
09-10	Deck, Wondrous Power
11-12	Device, Passage
13-14	Dice, Chancelessness
15-16	Dice, Gainful Gaming
17-18	Ema, Wishing
19-20	Feather, Lapland
	Feather Token, Quaal's
21-22	Anchor
23-24	Bird
25-26	Fan
27-28	Swan boat
29-30	Tree
31-32	Whip
33-34	Fork, Travel
35-36	Fortress, Daern's Instant
37-38	Fountain, Magic
39-40	Fur, Warmth
41-42	Gaff, Docking
43-44	Galley, Gods
45-46	Gate, Alternate World
47-48	Gate, Cubic
49-50	Gate, Trans-Dimensional
51-52	Gavel, Auctions
53-54	Gavel, Authority
55-56	Gavel, Order
57-58	Glass, Enlarging
59-60	Glass, Preserved Words
61-62	Glasses, Arcanist
63-64	Glyph, Danius's
65-66	Goggle, Darkness
67-68	Goggle, Troppenribb's
69-70	Goose, Ipsissimo's Black
71-72	Gravitic Stabilizer
73-74	Gyregam, Fire
75-76	Handkerchief, Flirting
77-78	Handkerchief, Length
79-80	Handkerchief, Sneezing
81-82	Harness, Seker
83-84	Harness, Taming
85-86	Hooves, Flying
87-88	Hooves, Iron
89-90	Hooves, Laming
91-92	Horse, Flying
93-94	Horse, Courser
95-96	Horse, Stone, Destrier
97-00	Horseshoe, Flying

Table P20: Miscellaneous

Roll	Item
01-02	Horseshoe, Petrification
03-04	Horseshoe, Speed
05-06	Horseshoe, Surefootedness
07-09	Horseshoe, Zephyr
10-11	Hover-Barge
12-13	Hover-Chariot
14-15	Hover-Vessel
16-17	Hover-Yacht
18-19	Item, Anything
20-21	Item, Cloaked Wizardry
22-23	Kite, Lightning
24-26	Kite, Reconnaissance
27-28	Kite, Signalling
29-30	Leaf, Book
31-32	Leaf, Colors
33-34	Leaf, Crumbling
35-36	Leaf, Falling
37-38	Leaf, Gold, H.H.Grounds
39-40	Leaf, New
41-43	Leaf, Warmth
44-45	Lighthouse
46-47	Locator, Planetary
48-49	Locator, Portal
50-51	Mast, Half
52-53	Mast, Portable
54-55	Masthead, Durability
56-57	Match, Magic
58-60	Match, Many Lights
61-62	Match, Merty's Munificent
63-64	Mill, Sampo
65-66	Mine, Dimensional
67-68	Money, Raistlin's Cursed
69-70	Mouthpick, Beholder
71-72	Noisome, Spirit Chaser
73-74	Oar, Ether
75-77	Oar, Rowing
78-79	Oracle, Greyhawk, Blue
80-81	Oracle, Greyhawk, Brown
82-83	Oracle, Greyhawk, Green
84-85	Oracle, Greyhawk, Orange
86-88	Oracle, Greyhawk, Red
89-81	Oracle, Greyhawk, Violet
92-94	Oracle, Greyhawk, Yellow
95-97	Orb, Distant Viewing
98-00	Orb, Duo-Dimension

Table P21: Miscellaneous

Roll	Item
01-02	Orb, Grief
03-04	Orb, Holiness
05-06	Orb, Law
07-08	Orb, Remote Action
09-10	Orb, Silver Dragon
11-12	Parrot, Crystal
13-14	Pellet, Light
15-16	Penny, Luck
17-18	Penny, Returning
19-20	Placard, Edu'sascar
21-22	Plank, The
23-24	Plumalitter
25-26	Plumastone
27-28	Pole, Angling
29-30	Pole, Exaggeration
31-32	Pole, Levitation
33-34	Pole, Monster Fishing
35-36	Pole, Rescue
37-38	Pole, Treasure Fishing
39-40	Reflector, Spell
41-42	Ride, Sultan's Ghost
43-44	Saddle, Comforts, Torloch's
45-46	Saddle, Flying
47-48	Saddle, Riding
49-50	Saddle, Spirit-Horse
51-52	Saddle, Stability
53-54	Sail, Black, Schnai
55-56	Sail, Maneuverability +1
57-58	Sail, Maneuverability +2
59-60	Sail, Maneuverability +3
61-62	Sail, Maneuverability −1
63-64	Sail, Wind
65-66	Scope, Celestial Seeing
67-68	Scope, Seeing
69-70	Sculpture, Arcadia
71-72	Seal, Deception
73-74	Seal, Vigor
75-76	Serpent, Carved, Giant
77-78	Shade, Shadow
79-80	Shell, Conch
81-82	Ship, Pearl
83-84	Shrine, Minyan
85-86	Skull, Death
87-88	Skull, Merin's
89-90	Skull, Singing
	Skyhook, Glitterlode's
91-92	Blessed +1
93-94	Blessed +2
95-96	Blessed +3
97-98	Blessed +4
99-00	Slate, Identification

Table P22: Miscellaneous

Roll	Item
01-02	Snare, Chilling
03-04	Spelljammer Detector
05-06	Sphere, Annihilation
07-08	Sphere, Darkness
09-10	Sphere, False Calling
11-12	Sphere, Glain's Crystal
13-14	Sphere, Gold, 7 Heavens
15-16	Sphere, Karnrohb's Airy
17-18	Sphere, Mierest's Starlit
19-20	Sphere, Warning
21-22	Spider, Jade
23-24	Spiderwalker
25-26	Spike, Blast
27-28	Spy, Marianita's Relentless
29-30	Standard, Camel
31-32	Standard, Fox
33-34	Standard, Hawk
35-36	Standard, Hyena
37-38	Standard, Ibis
39-40	Standard, Ostrich
41-42	Standard, Panther
43-44	Standard, Phoenix
45-46	Standard, Viper
47-48	Stick, Black
49-50	Stick, Gnatch's Steam
51-52	Stick, Riding
53-54	Stick, Rune
55-56	Stick, Standing
57-58	Stirrup, Horsemanship
59-60	Tabard, Mystics
61-62	Tarot, Many Things
63-64	Teleport Pad, Chemcheaux
65-66	Toothpick, Lightning
67-68	Torch, Continual Fire
69-70	Torch, Control
71-72	Totem, Bison Skull
	Warrior, Crystal
73-74	Crystalline
75-76	Diamond
77-78	Glass
79-80	Jade
81-82	Rainbow
83-84	Ruby
85-86	Watch, Pocket, Nirvana
87-88	Well, Many Worlds
89-90	Wing, Dragon
91-92	Wing, Flying
93-94	Wing, Morphail's Night
95-96	Wing, Rakers
97-98	Xanthippe, Annoyance
99-00	Xebec, Xiphoid

Table Q: Pun Items

Table Q: Preliminary Table

Roll	Table
01-18	Table Q1: Pun Items (A-D)
19-36	Table Q2: Pun Items (D-H)
37-54	Table Q3: Pun Items (H-O)
55-72	Table Q4: Pun Items (P-R)
73-00	Table Q5: Pun Items (R-Y)

Table Q1: Pun Items

Roll	Item
01-04	Aid, Barber's
05-08	Armor Merchant, Obie's
09-12	Awl, Above
13-16	Awl, Full
17-20	Awl, Inn
21-24	Awl, Out
23-28	Ball, Bowling
29-32	Ball, Bowling, Damos's
33-36	Ball, Cue
37-40	Balm, XYZ
41-44	Barrel, Monkeys
45-48	Beam, Teldon EverGlowing
53-56	Boot, Float Like a Butterfly
57-60	Borer, Beldane's
61-64	Bottle, Boos
65-68	Bottle, Graffiti
69-72	Box, Brandon's Bard-in-a-
71-76	Box, Mystic Brown Coating
77-80	Can, Cant
81-84	Can, Spinach
85-88	Can, Worms
89-92	Castle, Cloud, in the
93-96	Cymbal, Symbols
97-00	Deck, Daffy

Table Q2: Pun Items

Roll	Item
01-04	Deck, Quarter
15-08	Deck, Sun
19-12	Delivery Network, Express
13-16	Disposal, Disteron's Dismal
17-20	Dragonfly of Doom,
21-24	Drum, Snare
25-28	Egg, Hard-Boiled
29-32	Egg, Rotten
33-36	Egg, Soft-Boiled
37-40	Falling Softener, Portable
41-44	Fan, Club
45-48	Fire Quencher, Aldryk's
49-52	Firepack, Bargle's
53-56	Flying Nightmare
57-60	Gaff, Gaffes
61-64	Gem, Not-Too-Brightness
65-68	Halting Device, Emergency
69-72	Hammer, Nailing
73-76	Hat, Hairiness
77-80	Hat, Hairlessness
81-84	Hat, Headlessness
85-88	Heart, Chicken
89-92	Heater, Vanserie's
93-96	Helm, Blonding
97-00	Helm, Brilliance 40 Watt

Table Q3: Pun Items

Roll	Item
01-04	Hockey Stick, Holy Terror
15-08	Horn, Shoo
19-12	Hula-hoop, Roller Hoopers
13-16	Jam, Logs
17-20	Jelly, Attraction
21-24	Jug, Jesting
25-28	Ketchup, Slowness
29-32	Lepidoptera, King Dorfin's
33-36	Liar, Building
37-40	Lute, Cool Hand
41-44	Lute, Skywalker
45-48	Masque, Merty's Mud
49-52	Medallion, EST
53-56	Mistmaker, Merty's
57-60	Mower, King Dorfin's Giant
61-64	Mug, Dribbling
65-68	Mushroom, Merty's
69-72	Musk, Merty's
73-76	Muskmelon, Merty's
77-80	Mustard, Merty's Mystic
81-84	Mustard, Success
85-88	Nail, Finger
89-92	Necklace, Bad Taste
93-96	Oil, XYZ
97-00	Omelet, Planes

Table Q4: Pun Items

Roll	Item
	Paddleboard
01-04	Magical +1
15-08	Magical +2
19-12	Magical +3
13-16	Magical +4
17-20	Magical +5 20'
21-24	Magical +5 25'
25-28	Magical +6
29-32	Wondrous Transform
33-36	Peanut, Eternal
37-40	Pie, 4 & 20 Blackbirds
41-44	Pie, Raspberries
45-48	Pie, Rhubarb
49-52	Pill, Desalination
53-56	Pill, Dispel Hangover
57-60	Pipe, Snowmen
61-64	Poker, Draw
65-68	Potion, Breath Cleanser
69-72	Potion, Magic Peas
73-76	Pouch, Kangaroo
77-80	Printing Press, Darak's
81-84	Rainmaking Machine
85-88	Ranger Fooler, Rahn-Ko's
89-92	Rattle, Shaking & Rolling
93-96	Ring, Black Gang
97-00	Ring, Engagement

Table Q5: Pun Items

Roll	Item
01-03	Ring, Spell "Turning"
04-05	Ring, Toothache Control
06-08	Robe, Blending, 3-Speed
09-10	Rock, Pet
11-13	Rock, Pet, Cursed
14-15	Rod, Lordly Might-or-Might-Not
16-18	Rug, Mothering
19-21	Saw, Snoring
22-23	Scab, Protection
24-26	Shaker, Salt, Eternal
27-28	Sighting System, Secure
29-31	Simulacrum, Ardraken's
32-33	Skates, Roller Hoopers
34-36	Slipper, Drinking
37-38	Staff, Hotspur's Selecto
39-41	Staff, Strike-ing
42-44	Staff, Striking (Local 531)
45-46	Suite, Many Delights
47-49	Sweatsuit +5
50-51	Tablet, Desalination
52-54	Tablet, Salination
55-56	Tent, X
	Tome
57-59	Exalted Ethnic Humor
60-62	Fool
63-64	Humorous Perspective
65-67	Manual of Trendy & Commercially Lucrative Exercise
68-69	Saintly Sanity
70-72	Transforming Gargantoid
73-74	Vial, Durance
75-77	Violin, Extreme
78-79	Violin, Game
80-82	Violin, Saxon
83-85	Violin, Unnecessary
86-87	Yo-Yo, Fate 13"
88-90	Yo-Yo, Fate 17"
91-92	Yo-Yo, Fate 20"
93-95	Yo-Yo, Fate 3"
96-97	Yo-Yo, Fate 5"
98-00	Yo-Yo, Fate 6"

Table R: Armor and Shields

Table R: Preliminary Table

Roll	Table
01-12	Table R1: Armor (A-C)
13-23	Table R2: Armor (C-D)
24-35	Table R3: Armor (D-L)
36-47	Table R4: Armor (L-P)
48-63	Table R5: Armor (Q-V)
64-78	Table R6: Barding
79-90	Table R7: Shields (1-H)
91-00	Table R8: Shields (I-W)

Table R1: Armor

Roll	Item
01-04	Absorption
15-08	Acidic Secretion
19-12	Anything
13-16	Arcane AC 3
17-20	Banded +1
21-24	Banded +2
25-28	Banded +3
29-32	Banded +4
33-36	Banded +5
37-40	Blackflame
41-44	Blending
45-48	Bronze +1
49-52	Bronze +2
53-56	Bronze +3
57-60	Bronze +4
61-64	Bronze +5
65-68	Buoyancy
69-72	Chain +1
73-76	Chain +2
77-80	Chain +3
81-84	Chain +4
85-88	Chain +5
89-92	Chain, Blue Crystalmist
93-96	Chain, Drow +1
97-00	Chain, Drow +2

Table R2: Armor

Roll	Item
01-04	Chain, Drow +3
15-08	Chain, Drow +4
19-12	Chain, Drow +5
13-16	Chain, Elfin +1
17-20	Chain, Elfin +2
21-24	Chain, Elfin +3
25-28	Chain, Elfin +4
29-32	Chain, Elfin +5
33-36	Charm
37-40	Command
41-44	Concealed Wizardry
45-48	Continual Cleanliness +2
49-52	Cure Wounds
53-56	Desert Evening
57-60	Dragon +2
61-64	Dragon, Black
65-68	Dragon, Blue
69-72	Dragon, Green
73-76	Dragon, Red
77-80	Dragon, White
81-84	Dragonarmor
85-88	Dwarven Plate +1
89-92	Dwarven Plate +2
93-96	Dwarven Plate +3
97-00	Dwarven Plate +4

Table R3: Armor

Roll	Item
01-04	Dwarven Plate +5
15-08	Electricity
19-12	Energy Drain
13-16	Etherealness
17-20	Fear
21-24	Field +1
25-28	Field +2
29-32	Field +3
33-36	Field +4
37-40	Field +5
41-44	Fly
45-48	Full +1
49-52	Full +2
53-56	Full +3
57-60	Full +4
61-64	Full +5
65-68	Full, Keolish of the Seas +1
69-72	Gaseous Form
73-76	Haste
77-80	Healing +1
81-84	Healing +2
85-88	Invisibility
89-92	Ironman
93-96	Laeral's Storm +2
97-00	Leather +1

Table R4: Armor

Roll	Item
01-04	Leather +2
15-08	Leather +3
19-12	Leather +4
13-16	Leather +5
17-20	Leather, Studded +1
21-24	Leather, Studded +2
25-28	Leather, Studded +3
29-32	Leather, Studded +4
33-36	Leather, Studded +5
37-40	Missile Attraction −1
41-44	Missile Attraction −2
45-48	Missile Attraction −3
49-52	Missile Attraction −4
53-56	Padded +1
57-60	Padded +2
61-64	Padded +3
65-68	Padded +4
69-72	Padded +5
73-76	Plate +1
77-80	Plate +2
81-84	Plate +3
85-88	Plate +4
89-92	Plate +5
93-96	Possession
97-00	Presence

Table R5: Armor

Roll	Item
01-03	Quality
04-06	Rage
07-09	Rainbow +3
10-12	Reflection
13-15	Remove Curse
16-18	Ring +1
19-21	Ring +2
22-24	Ring +3
25-26	Ring +4
27-29	Ring +5
30-32	Scale +1
33-35	Scale +2
36-38	Scale +3
39-41	Scale +4
42-44	Scale +5
45-47	Scale, Horus +4
48-50	Scale, White, Griff Mtn
51-53	Solamnus
54-56	Splint +1
57-59	Splint +2
60-62	Splint +3
63-65	Splint +4
66-68	Splint +5
69-71	Storm, Laeral's
72-74	Swimming
75-76	Transparent, AC 0
77-79	Transparent, AC −1
80-82	Transparent, AC 1
83-85	Transparent, AC −2
86-88	Transparent, AC 2
89-91	Undead
92-94	Vulnerability −1
95-97	Vulnerability −2
98-00	Vulnerability −3

Table R6: Barding

Roll	Item
	Deceptive Travel
01-03	Basilisk
04-06	Cave Bear
07-09	Giant Scorpion
10-13	Manticore
14-16	Rust Monster
17-19	Tuatara Lizard
20-22	Easy Travel
23-25	Magical, Banded +1
26-28	Magical, Banded +2
29-31	Magical, Banded +3
32-34	Magical, Banded +4
35-38	Magical, Banded +5
39-41	Magical, Chain +1
42-44	Magical, Chain +2
45-47	Magical, Chain +3
48-50	Magical, Chain +4
51-53	Magical, Chain +5
54-56	Magical, Field +1
57-59	Magical, Field +2
60-63	Magical, Field +3
64-66	Magical, Field +4
67-69	Magical, Field +5
70-72	Magical, Plate +1
73-75	Magical, Plate +2
76-78	Magical, Plate +3
79-81	Magical, Plate +4
82-84	Magical, Plate +5
85-88	Magical, Scale +1
89-91	Magical, Scale +2
92-94	Magical, Scale +3
95-97	Magical, Scale +4
98-00	Magical, Scale +5

Table R7: Shields

Roll	Item
01-04	+1
15-08	+2
19-12	+3
13-16	+4
17-20	+5
21-24	Berserking, Thillonrian +2
25-28	Buckler +1
29-32	Buckler +2
33-36	Buckler +3
37-40	Buckler, Shoon's +2
41-44	Caloric
45-48	Discus
49-52	Dzance's Guardian +0
53-56	Energy Drain +1
57-60	Energy Drain +2
61-64	Goblin of the Pomarj +2
65-68	Greyhawk +3
69-72	Grimjaw +0
73-76	Grimtooth
77-80	Hawkstone's Bulwark +2
81-84	Hephaestus +3
85-88	Holy +1
89-92	Holy +2
93-96	Holy
97-00	Huma +3/+5

Table R8: Shields

Roll	Item
01-05	Impenetrable, Kiahn
06-09	Kirith-Kanoi +3
10-14	Laeral's Spell +1
15-8	Lorin +2/+3
19-23	Medicine
24-27	Medusae
28-32	Missile Attractor −1
33-36	Missile Attractor −2
37-41	Missile Attractor −3
42-45	Missile Protector +1/+4
46-50	Proof against Acid
51-55	Proof against Cold
56-59	Proof against Electricity
60-64	Proof against Fire
65-68	Proof against Heat
69-73	Protection, Dragon
74-77	Reptar's Wall
78-82	Reptar's Wall +1
83-86	Shoon's Buckler +2
87-91	Thurbrand's Protector +1
92-95	Tortoise
96-00	White +4

Table S: Weapons

Table S: Preliminary Table

Roll	Table
01-04	Table S1: Arrows (1-F)
05-11	Table S2: Arrows (F-W)
12-13	Table S3: Arrowheads
14-19	Table S4: Axes
20	Table S5: Ballistae
21-23	Table S6: Bows
24-26	Table S7: Crossbows (A-S)
27	Table S8: Crossbows (S-Z)
28-33	Table S9: Daggers
34-35	Table S10: Darts
36-37	Table S11: Flails
38	Table S12: Hammers (1-D)
39-40	Table S13: Hammers (E-W)
41-42	Table S14: Knives
43-44	Table S15: Lances
56-47	Table S16: Maces
48-49	Table S17: Morning Stars
50-52	Table S18: Nets
53-54	Table S19: Quarterstaves
55-57	Table S20: Scimitars
58-60	Table S21: Spears
61-68	Table S22: Swords (1-L)
69-75	Table S23: Swords (L-W)
76-79	Table S24: Tridents
80-81	Table S25: Whips
82-89	Table S26: Miscellaneous
90-97	Table S27: Miscellaneous
98-00	Table S28: Miscellaneous

Table S1: Arrows

Roll	Item
01-02	+1
03-04	+2
05-06	+3
07-08	+4
09-10	+5
11-12	Abaris
13-14	Acid +1
15-16	Acid +2
17-18	Acid +3
19-20	Acid +4
21-22	Acid +5
23-24	Aggravation +1
25-26	Aggravation +2
27-28	Aggravation +3
29-30	Aggravation +4
31-32	Aggravation +5
33-34	Antimagic +1
35-36	Antimagic +2
37-38	Antimagic +3
39-40	Antimagic +4
41-42	Antimagic +5
43-44	Biting
45-46	Biting +1
47-48	Biting +2
49-50	Biting +3
51-52	Black of Iuz, +2
53-54	Blinding
55-56	Blinking
57-58	Bow-Breaking
59-60	Burning
61-62	Charming
63-64	Clairaudience
65-66	Clairvoyance
67-68	Climbing
69-70	Curing
71-72	Direction

73-74	Disarming
75-76	Disintegration +1
77-78	Dispelling
79-80	Distance +1
81-82	Distance +2
83-84	Distance +3
85-86	Explosions
87-88	Faerie Fire
89-90	Fire
91-92	Flaming +1
93-94	Flaming +2
95-96	Flaming +3
97-98	Flaming +4
99-00	Flaming +5

Table S2: Arrows

Roll	Item
01	Flying
02	Force −1
03	Force −2
04	Force −3
05	Harm, Aquatic Creature
07	Harm, Demihuman
08	Harm, Dragon
10	Harm, Giant
11	Harm, Lycanthrope
12	Harm, Undead
13	Holding
14	Ice
15	Law
16	Lighting
17-18	Lightning +1
19	Lightning +2
20	Lightning +3
21	Misdirection
22	Multiplicity
23	Nilbog
24	Paralyzation +1
25	Paralyzation +2
26	Paralyzation +3
27	Penetration
28	Perseverance
29	Piercing
30	Polymorphing, Hydra +3
31	Polymorphing, Glass +3
32	Polymorphing, Ice +3
33	Polymorphing, Medusa +3
34	Polymorphing, Ogre +3
35	Polymorphing, Owlbear +3
36	Polymorphing, Paper +3
37	Polymorphing, Sm Animal
38	Polymorphing, Stone +3
39	Polymorphing, Troll +3
40	Polymorphing, Werewolf +3
41	Pursuit +1
42	Pursuit +2
43	Pursuit +3
44	Red +1
45	Red +2
46	Red +3
47	Red +4
48	Red +5
49	Red −1
50-51	Refilling
52	Returning +1
53	Returning +2
54	Returning +3
55	Returning +4
56	Returning +5
57	Rock Piercing +2
58	Rock Piercing +3
59	Rock Piercing +4
60	Rock Piercing +5
61	Roping
62	Scent Detection
63	Screaming
64	Seeking
65	Set +1
66	Signaling
67	Silence
68	Sinking
69	Slaying, Arachnid +3
70	Slaying, Avian +3
71	Slaying, Bard +3
72	Slaying, Cleric/Priest +3
73	Slaying, Dragon +3
74	Slaying, Druid +3
75	Slaying, Elemental +3
76	Slaying, Fighter/Warrior +3
77	Slaying, Giant +3
78	Slaying, Golem +3
79	Slaying, Illusionist +3
80	Slaying, Lycanthrope +3
81	Slaying, Mage +3
82	Slaying, Mammal +3
83-84	Slaying, Paladin +3
85	Slaying, Ranger +3
86	Slaying, Reptile +3
87	Slaying, Sea Monster +3
88	Slaying, Thief +3
89	Slaying, Titan +3
90	Slaying, Troll +3
91	Slaying, Undead +3
92	Snake +1
93	Snake +2
94	Snake +3
95	Speaking
96	Stirge's Bite +5
97	Stunning
98	Teleporting
99	Transporting
00	Wounding

Table S3: Arrowheads

Roll	Item
01-04	Arrowhead, Accuracy +1
05-08	Arrowhead, Accuracy +2
09-12	Arrowhead, Accuracy +3
13-16	Arrowhead, Accuracy +4
17-20	Arrowhead, Accuracy +5
21-24	Arrowhead, Blinding
25-28	Arrowhead, Blinding +1
29-32	Arrowhead, Flame Strike
33-36	Arrowhead, Lightning
37-40	Arrowhead, Long Distance
41-44	Arrowhead, Marking
45-48	Arrowhead, Obsidian +1
49-52	Arrowhead, Obsidian +2
53-56	Arrowhead, Obsidian +3
57-60	Arrowhead, Obsidian +4
61-64	Arrowhead, Obsidian +5
65-68	Arrowhead, Seeking +1
69-72	Arrowhead, Seeking +2
73-76	Arrowhead, Seeking +3
77-80	Arrowhead, Seeking +4
81-84	Arrowhead, Seeking +5
85-88	Arrowhead, Stunning
89-92	Arrowhead, Stunning +1
93-96	Arrowhead, Stunning +2
97-00	Arrowhead, Vapors

Table S4: Axes

Roll	Item
01	+1
02-03	+2
04	+3
05-06	+4
07	+5
08	−1
09-10	Battle +1
11	Battle +2
12-13	Battle +3
14	Battle +4
15	Battle +5
16-17	Breathing
18	Brotherhood +1
19-20	Brotherhood +2
21	Brotherhood +3
22-23	Brotherhood +4
24	Brotherhood +5
25	Charming
26-27	Cutting +1
28-28	Cutting +2
29-30	Cutting +3
31	Cutting +4
32	Cutting +5
33-34	Deceiving
35	Defending
36-37	Deflecting
38	Draining
39	Emperors
40-41	Extinguishing
42	Finding
43-44	Flaming +1
45	Flaming +2
46	Flaming +3
47-48	Flaming +4
49	Flaming +5
50-51	Flying
52	Frostreaver +4
53-54	Healing
55	Hiding
56	Holding
57-58	Hurling +1
59	Hurling +2
60-61	Hurling +3
62	Hurling +4
63	Hurling +5
64-65	Axe, Lighting
66	Lightning
67-68	Sharpness +1
69	Silencing
70	Slicing
71-72	Slowing
73	Speeding
74-75	Speeding +1
76	Speeding +2
77	Speeding +3
78-79	Speeding +4
80	Speeding +5
81-82	Sulward +2
83-83	Throwing +1
84-85	Throwing +2
86	Throwing +3
87	Throwing +4
88-89	Throwing +5
90	Thumb Height's Man
91-92	Torshorak +2/+3
93	Translating
94	Vorpal +1
95-96	Vorpal +2
97	Watching
98-99	Wishing
00	Woodsman

Table S5: Ballistae

Roll	Item
01-05	Ballista, Cursed Heavy −1
06-10	Ballista, Cursed Light −1
11-14	Ballista, Cursed Medium −1
15-19	Ballista, Doubling, Heavy
20-24	Ballista, Doubling, Light
25-29	Ballista, Doubling, Medium
30-33	Ballista, Flame Strike
34-38	Ballista, Heavy +1
39-43	Ballista, Heavy +2
44-48	Ballista, Heavy +3
49-52	Ballista, Hunting
53-57	Ballista, Light +1
58-62	Ballista, Light +2
63-67	Ballista, Light +3
68-71	Ballista, Medium +1
72-76	Ballista, Medium +2
77-81	Ballista, Medium +3
82-86	Ballista, Seeking +1
87-90	Ballista, Seeking +2
91-95	Ballista, Seeking +3
96-00	Ballista, Waterline Seeking

Table S6: Bows

Roll	Item
01-03	+1
04-05	+2
06-08	+3
09-11	+4
12-14	+5
15-16	Accuracy +3
17-19	Composite +1
20-22	Cursed −1
23-24	Distance +1
25-27	Distance +2
28-30	Doubling
31-32	Elven, Goblin Bane +2
33-35	Elven, Last Shot +3
36-38	Fire +1
39-41	Fire Teeth
42-43	Gem, Diamond +1
44-46	Gem, Ruby +1
47-49	Gem, Sapphire +1
50-51	Heartseeking +3
52-54	Heartseeking, Vampire +3
55-57	Ice Fangs
58-59	Iron of Gesen
60-62	Long +1
63-65	Marksmanship +2
66-68	Phantom
69-70	Quality
71-73	Sarnge
74-76	Short +1
77-78	Speed +1
79-81	Strength +1 16-17
82-84	Strength +2 18
85-86	Strength +3 18/01-75
87-89	Strength +4 18/76-90
90-92	Strength +5 18/91-99
93-95	Strength +6 18/00
96-97	Valis'
98-00	Warning, Cursed

Table S7: Crossbows

Roll	Item
01-03	Accuracy +1
07-09	Accuracy +3
10-12	Accuracy +4
13-15	Angling
16-18	Breathing
19-21	Charming
22-24	Cursed −1
25-26	Cursed −2
27-29	Cursed −3
30-32	Deceiving
33-35	Defending
36-38	Deflecting
39-41	Distance +1
42-44	Distance +2
45-47	Distance +3
48-50	Distance +4
51-53	Distance +5
54-56	Draining
57-59	Enchantment
60-62	Extinguishing
63-65	Finding
66-68	Flaming
69-71	Flying
72-74	Healing
75-76	Hiding
77-79	Holding
80-82	Levitation +1
83-85	Lighting
86-88	Lightning
89-91	Lir +3
92-94	Pedal
95-97	Silencing
98-00	Slicing

Table S8: Crossbow

Roll	Item
01-08	Slowing
09-17	Speed +1
18-25	Speed +2
26-33	Speed +3
34-42	Speed +4
43-50	Speed +5
51-58	Summoning
59-67	Translating
68-75	Underwater
76-83	Vainamoinen +3
84-92	Watching
93-00	Wishing

Table S9: Daggers

Roll	Item
01	+1
02	+2
03-04	+3
05	+4
06	+5
07	Alcohol Detection +3
08	Alignment Detection
09-10	Armor Piercing +1
11	Armor Piercing +2
12	Armor Piercing +3
13	Banishing +1
14	Banishing +2
15	Blackflame +2
16-17	Breathing
18	Charming
19	Chill Blade
20	Deceiving
21	Defending
22-23	Defiance
24	Deflecting
25	Dolphin +1/+2
26	Doomwarding +1
27	Dragonfang +1
28-29	Draining
30	Elven +1
31	Elven +2
32	Elven +3
33	Evil Eye
34-35	Extinguishing
36	Fang
37	Finding
38	Flaming
39	Flying +1
40	Flying +2
41-42	Grimwald's +1
43	Healing
44	Hiding
45	Holding
46	Hornblade +1
47-48	Hornblade +2
49	Hornblade +3
50	Illusory Metal
51	Impaling +1
52	Impaling +2
53-54	Impaling +3
55	Invisible
56	Jump
57	Koalinth +1/+3
58	Larger than Man-Sized +1
59-60	Lighting
61	Longtooth +2
62	Magius +3
63	Mervic's +2
64	Quickness +2
65	Quickness +3
66-67	Quickness +4
68	Random-Target +2
69	Resource +2
70	Resource +3
71	Resource +4
72-73	Returning, Throwing
74	Rust +1
75	Set +2
76	Silencing
77	Slicing
78-79	Slowing
80	Smaller than Man +1/+2
81	Sounding +1
82	Speaking +4
83	Speeding
84-85	Spider Fang +1
86	Spider Fang +2
87	Spider Fang +3
88	Throwing +1
89	Throwing +2
90	Throwing +3
91-92	Throwing +4
93	Throwing +5
94	Translating
95	Venom +1
96	Venom +2
97-98	Venom +3
99	Watching
00	Wishing

Table S10: Darts

Roll	Item
01-04	+1
05-07	+2
08-11	+3
12-15	+4
16-19	+5
20-22	Accuracy +1
23-26	Accuracy +2
27-30	Blinding
31-33	Branding
34-37	Death
38-41	Homing +1
42-44	Homing +2
45-48	Homing +3
49-52	Homing +4
53-56	Homing +5
57-59	Hornets' Nest +1
60-63	Hornets' Nest +2
64-67	Hornets' Nest +3
68-70	Hornets' Nest +4
71-74	Hornets' Nest +5
75-78	Light
79-81	Screaming
82-85	Silencing
86-89	Spark
90-93	Spider
94-96	Stunning
97-00	Vapors

Table S11: Flails

Roll	Item
01-04	+1
05-06	+2
07-08	+3
09-10	+4
11-12	+5
13-14	Alignment Detection
15-16	Armor Piercing +1
17-18	Armor Piercing +2
19-20	Banishing +1
21-22	Banishing +2
23-24	Breathing
25-27	Charming
28-29	Chill Blade
30-31	Deceiving
32-331	Defending
34-35	Defiance
36-37	Deflecting
38-39	Doomwarding +1
40-41	Draining
42-43	Extinguishing
44-45	Finding
46-47	Flaming
48-49	Flying +1
50-51	Flying +2
52-53	Healing
54-55	Hiding
56-57	Holding
58-59	Hornblade +1
60-61	Hornblade +2
62-63	Illusory Metal
64-65	Impaling +1
66-67	Impaling +2
68-69	Invisible
70-71	Jump
72-73	Lighting
74-76	Random-Target +2
77-78	Rust +1
79-81	Silencing
82-84	Slowing
85-86	Speaking +4
87-88	Speeding
89-90	Translating
91-92	Venom +1
93-94	Venom +2
95-96	Venom +3
97-98	Watching
99-00	Wishing

Table S12: Hammers

Roll	Item
01-06	+1
07-13	+2
14-19	+3
20-25	+4
26-31	+5
32-38	Air
39-44	Avenging +2
45-50	Basher
51-56	Black +6
57-63	Breathing
64-69	Charming
70-75	Deceiving
76-81	Defending
82-88	Deflecting
89-94	Draining
95-00	Dwarven Thrower +3

Table S13: Hammers

Roll	Item
01-04	Extinguishing
05-08	Finding
09-12	Flaming
13-16	Flying
17-20	Gesen
21-24	Havoc +3
25-28	Healing
29-32	Hiding
33-36	Holding
37-40	Kharas +2
41-44	Life
45-48	Lighting
49-52	Penetration
53-56	Rune
57-60	Silencing
61-64	Slicing
65-68	Slowing
69-72	Speeding
73-76	Thunderbolts +2
77-80	Thunderbolts +3
81-84	Translating
85-88	Vitroin +1
89-92	Watching
93-96	Winged
97-00	Wishing

Table S14: Knives

Roll	Item
01-05	Buckle +1
06-10	Buckle +2
11-15	Buckle +3
16-20	Buckle +4
21-25	Buckle +5
26-30	Buckler +1
31-35	Buckler +2
36-40	Buckler +3
41-45	Buckler +4
46-50	Buckler +5
51-55	Fish +1/+3
56-60	Hornblade +1
61-65	Hornblade +2
66-70	Kitchen, Eternal Sharpness
71-75	Obsidian +1
76-80	Obsidian +2
81-85	Obsidian +3
86-90	Obsidian +4
91-95	Obsidian +5
96-00	Rabbitslayer +4

Table S15: Lances

Roll	Item
01-03	+1
07-09	+3
10-12	+4
13-15	+5
16-18	Breathing
19-21	Charming
22-24	Cursed −2
25-27	Death
28-30	Deceiving
31-33	Defending
34-36	Deflecting
37-39	Dragon, Footman's
40-42	Dragon, Mounted
43-45	Draining
46-48	Extinguishing
49-52	Finding
53-55	Flaming
56-58	Flying
59-61	Healing
62-64	Hiding
65-67	Holding
68-70	Lighting
71-73	Piercing +5
74-76	Silencing
77-79	Slicing
80-82	Slowing
83-85	Speeding
86-88	Translating
89-91	Tribal
92-94	Venom +3/+4
95-97	Watching
98-00	Wishing

Table S16: Maces

Roll	Item
01-06	+1
07-09	+1, +2 versus Undead
10-12	+2
13-15	+2, +4 versus Undead
16-17	+3
18-19	+4
20-21	+5
22-24	Breathing
25-26	Charming
27-29	Crushing +3
30-32	Darkness
33-34	Deceiving
35-36	Defending
37-39	Deflecting
40-41	Diamond
43-44	Disruption +1
45-47	Draining
48-49	Extinguishing
50-52	Finding
53-54	Flaming
55-56	Flying
57-58	Healing
59-61	Hiding
62-63	Holding
64-66	Ironstar
67-68	Lighting
69-71	Nightbringer +3
72-74	Pain +2
75-76	Silencing
77-79	Skull +2
80-83	Slowing
84-87	Speeding
88-89	Spellwarding +1
90-92	Tsirond +3/+4
93-95	Translating
96-97	Watching
98-00	Wishing

Table S17: Morning Stars

Roll	Item
01-08	+1
09-11	+2
13-15	+3
16-18	+4
19-21	+5
22-25	Battlestar +4
26-29	Breathing
30-32	Charming
33-36	Deceiving
37-39	Defending
40-43	Deflecting
44-46	Draining
47-50	Extinguishing
51-54	Finding
55-57	Flaming
58-61	Flying
62-64	Healing
65-68	Hiding
69-71	Holding
72-75	Lighting
76-79	Silencing
80-82	Slowing
83-86	Speeding
87-89	Translating
90-93	War, Manticore
94-96	Watching
97-00	Wishing

Table S18: Nets

Roll	Item
01-03	Apprehending, Zadon's
04-06	Breathing
07-08	Charming
09-11	Deceiving
12-14	Defending
15-17	Deflecting
18-19	Drag
20-22	Draining
23-25	Entrapment
26-28	Extinguishing
29-31	Finding
32-33	Fishing
34-36	Flaming
37-39	Flying
40-42	Hare
43-44	Healing
45-47	Hiding
48-50	Holding
51-53	Landing
54-56	Lightning
57-58	Profit
59-61	Restraint, Loyal
62-64	Safety
65-67	Silencing
68-69	Slicing
70-72	Slowing
73-75	Snaring
76-78	Snaring, Spirit
79-81	Sneering
82-83	Speeding
84-86	Thrower
87-89	Translating
90-92	Watching
93-94	Web
95-97	Wishing
98-00	Worth

Table S19: Quarterstaff

Roll	Item
01-08	+1
09-11	+2
12-15	+3
16-19	+4
20-22	+5
23-26	Breathing
27-30	Charming
31-33	Deceiving
34-37	Defending
38-41	Deflecting
24-44	Draining
45-48	Extinguishing
49-52	Finding
53-56	Flaming
57-59	Flying
60-63	Healing
64-67	Hiding
68-70	Holding
71-74	Lightning
75-781	Silencing
79-81	Slowing
82-85	Speed
86-89	Stunning +3
90-93	Translating
94-96	Watching
97-00	Wishing

Table S20: Scimitars

Roll	Item
01-02	+1
03-05	+2
06-07	+3
08-09	+4
10-11	+5
12-14	Breathing
15-16	Charming
17-18	Deceiving
19-20	Defending
21-23	Deflecting
24-25	Draining
26-27	Extinguishing
28-30	Finding
31-32	Flaming
33-34	Flying
35-36	Flying of Tusmit +3
37-39	Greenswathe +3
40-41	Healing
42-43	Hiding
44-45	Holding
46-48	Hornblade +1
49-50	Hornblade +2
51-52	Hornblade +3
53-55	Lightning
56-57	Shazzellim +1
58-59	Silencing
60-61	Slicing
62-64	Slowing
65-66	Speed
67-68	Speed +1
69-70	Speed +2
71-73	Speed +3
74-75	Speed +4
76-77	Speed +5
78-80	Spellblade (1st level) +2
81-82	Spellblade (2st level) +2
83-84	Spellblade (3st level) +2
85-86	Spellblade (4st level) +2
87-89	Spellblade (5st level) +2
90-91	Spellblade (6st level) +2
92-93	Spellblade (7st level) +2
94-95	Translating
96-98	Watching
99-00	Wishing

Table S21: Spears

Roll	Item
01-03	+1
04-05	+2
06-08	+3
09-11	+4
12-14	+5
15-16	Spear, Alkarg +1
17-19	Backbiting +1
20-22	Backbiting +2
23-24	Backbiting +3
25-27	Breathing
28-30	Charming
31-32	Cursed Backbiter
33-35	Deceiving
36-38	Defending
39-41	Deflecting
42-43	Draining
44-46	Extinguishing
47-49	Finding
50-51	Spear, Flaming
52-54	Flying
55-57	Hadrion's +3
58-59	Healing
60-62	Heartseeker +2
63-65	Hiding
66-68	Holding
69-70	Lightning
71-73	Reed-Stalk
74-76	Returning
77-78	Sharks +2/+4
79-81	Silencing
82-84	Slicing
85-86	Slowing
87-89	Smoke
90-92	Speeding
93-95	Translating
96-97	Watching
98-00	Wishing

Table S22: Swords

Roll	Item
01	+1
02	+1, +2 versus Genies
03	+2
04	+2, +3 versus Dao Genies
05	+2, +3 versus Djinn Genies
06	+2, +3 versus Efreet Genies
07	+2, +3 versus Marid Genies
08	+3
09	+4
10	+5
11	Adjatha +2
12	Agility, Arbane's +2
13	Albuin +1
14	Angurvadal
15	Answering +2
16	Anything
17	Ar'ondight
18	Arak +2
19	Arbane's Agility +2
20	Assassination, Ruby +1
21	Assassination, Ruby +2
22	Assassination, Ruby +3
23	Assassination, Ruby +4
24	Assassination, Ruby +5
25	Backstabbing +2
27	Balmung
28	Barisarda
29	Blackflame +4
30	Breathing
31	Caeren-Uroth
32	Chain +3
33	Chaotic
34-35	Charm Person +2
36	Charming
37	Colada
38	Cold
39	Cowardice
40	Cure Light Wounds +1
41	Cursed −1
42	Cursed −2
43	Cursed, Berserking +2
44	Cursed, Wild Coast
45	Cymrych Hugh +4
46	Cyric's Sword +2
47	Dancing +1
48	Dancing, Bronze
49	Dancing, Lightning
50	Deceiving
51	Defender +4
52	Defender +5
53	Defending
54-55	Deflecting
56-57	Draining
58	Dreamsinger +3
59	Ebon Flame +2
60	Ebonbane
61	Edge
62	Emperor's +5
63	Energy Drain +1
64	Equalizer
65	Everstriking, Cursed
66	Extinguishing
67	Fedifensor +2
68	Final Word Type
69	Finder +3
70	Finding
71	Flamberge
72	Flame +1
73	Flame Tongue +1
74	Flaming
75	Flaming, Ukko's
76	Floating +3
77	Flying
78	Fragarach +4
79	Friendship +3
80	Frost Brand +3
81	Gem +4
82	Giant +5
83	Glorius
84	Gram
85	Guardian
86	Harmonizer
87	Healing
88	Hiding
89	Holding
90	Holy +5
91	Holy Avenger +5
92	Horus's +3
93	Ilbratha +1
94	Insanity +1
95	Intelligent
96	Intercession +2
97	Joyeuse
98	Karnaz, Mighty Blade
99	Khopesh, Bladeless +4
00	Lathander's Blade +3

Table S23: Swords

Roll	Item
01	Life Stealing +2
02	Light +1
03	Lightning
04	Lightning, Dancing
05	Locate Object +1
06	Luck Blade +1
07-08	Lycanthropes +1/+2
09	Lycanthropes and Shape Changers
10	Magic/Enchanted Creatures
11	Mantooth +1/+2
12	Mimung
13	Moonblade
14	Morglay
15	Nagelring
16	Namarra +2
17	Night +1
18-19	Nine Lives Stealer +2
20	Obedience, Mamluk +1
21-22	Obedience, Mamluk +2
23	Philippan
24	Phoenix +3
25	Planes +1
26	Quickness +2
27	Rage, Stonefist +2
28	Red Death +4
29	Regenerating Creatures
30	Rel Astran +1/+3
31	Reptiles +1/+4
32	Sauvagine
33	Secondeath +4
34	Shadow
35	Sharpness +1
36-37	Shiva's +3
38	Silencing
39	Singing +3
40	Slayer, Black Dragon +2
41	Slayer, Blue Dragon +2
42	Slayer, Brass Dragon +2
43	Slayer, Bronze Dragon +2
44	Slayer, Copper Dragon +2
46	Slayer, Genie, Dao +2
47	Slayer, Genie, Djinn +2
48	Slayer, Genie, Efreet +2
49	Slayer, Genie, Marid +2
50-51	Slayer, Giant +2
52	Slayer, Goblin +2/+4
53	Slayer, Gold Dragon +2
54	Slayer, Green Dragon +2
55	Slayer, Mammal +1
56	Slayer, Red Dragon +2
57	Slayer, Silver Dragon +2
58	Slayer, White Dragon +2
59	Slicing
60	Slowing
61	Speeding
62-64	Spellblade (1st Level) +2
64-65	Spellblade (2nd Level) +2
66	Spellblade (3rd Level) +2
67	Spellblade (4th Level) +2
68	Spellblade (5th Level) +2
69	Spellblade (6th Level) +2
70	Spellblade (7th Level) +2
71	Stalker +3
72	Sunblade +1
73	Sunblade +2
74	Sunblade +3
75	Susk +3
76	Syrar's Silver +1
77	Taragarth +3
78	Telvaran's Enchanted
79-80	Tideripper +4
81-82	Translating
83-83	Undead +1/+3
84	Venom
85	Vorpal +1
86	Vorpal +2
87	Vorpal +3
88	Warbringer +3
89	Warlord of Shield Lands
90	Watching
91	Whirlwind +1
92	Wishes +1
93-94	Wishing
95	Wounding +1
96	Wounding +2
97	Wyrmsbane +2
98	Wyrmslayer +3
99	Wyrmsvenin +1
00	Wyrmsvenin +2

Table S24: Trident

Roll	Item
01-02	+1
03-04	+2
05-06	+3
07-08	+4
09-10	+5
11-12	Blessed +4
13-15	Breathing
16-17	Charming
18-19	Cursed −1
20-21	Cursed −2
22-23	Cursed −3
24-25	Deceiving
26-27	Defending
28-29	Defending +1
30-31	Deflecting
32-33	Draining
34-35	Extinguishing
36-38	Finding
39-40	Fish Command +1
41-42	Fish Command +2
43-44	Fish Control
45-46	Flaming
47-48	Flying
49-50	Healing
51-52	Hiding
53-54	Holding
55-56	Lacedons +1/+3
57-58	Lightning
59-60	Oljatt Sea +2
61-62	Phlogiston +4
63-65	Planes
66-67	Reptiles +1/+3
68-69	Silencing
70-71	Slaying, Locathah
72-73	Slaying, Mermen
74-75	Slaying, Sahuagin
76-77	Slaying, Triton
78-79	Slicing
80-81	Slowing
82-83	Speeding
84-85	Submission
86-88	Translating
89-90	Warning +1
91-92	Warning +2
93-94	Watching
95-96	Water Elementals +1
97-98	Wishing
99-00	Yearning −2

Table S25: Whips

Roll	Item
01-06	+1
07-08	+2
09-11	+3
12-13	+4
14-16	Amatar, Greater
17-18	Amatar, Lesser
19-21	Breathing
22-24	Charming
25-26	Deceiving
27-29	Defending
30-32	Deflecting
33-34	Draining
35-37	Extinguishing
38-39	Fangs
40-42	Finding
43-45	Flaming
46-47	Flying
48-50	Frost/Fire/Fear
51-53	Healing
54-55	Hiding
56-58	Holding
59-61	Lightning
62-63	Malebranche
64-66	Silencing
67-70	Slaying, Evil
71-74	Slaying, Good
75-76	Slaying, Law
77-79	Slicing
80-82	Slowing
83-84	Speeding
85-87	Summoning
88-89	Tailrazor
90-92	Translating
93-95	Watching
96-97	Wishing
98-00	Zeif +2

Table S26: Miscellaneous

Roll	Item
01	Accelerator
02	Battering Ram, Bigby's
03	Blowgun, Wild Emotions
04	Bola +1
05	Bola +2
06	Bola +3
07	Bola +4
08	Bola, Sunlight
09-10	Bolt +1
11	Bolt +3
12	Bolt +4
13	Bolt +5
14	Bolt, Lightning
15	Bolt, Power, Blinding
16	Bolt, Power, Stunning
17	Bolt, Power, Vapors
18	Bolt, Stun
19	Bombard +1
20	Bombard +2
21	Bombard +3
22	Boomerang, Throwing +1
23	Boomerang, Throwing +2
24	Boomerang, Throwing +3
25	Boomerang, Throwing +4
26	Boomerang, Throwing +5
27	Boomerang, Tonkk
28	Bullet, Sling +1, Impact
29	Bullet, Sling +2, Impact
30	Bullet, Sling +3, Impact
31	Bullet, Sling +4, Impact
32	Bullet, Sling +5, Impact
33	Cannon +1
34	Cannon +2
35	Cannon +3
36	Cannon, Elmarin Call
37	Cannon, Water
38	Catapult, Heavy +1
39	Catapult, Heavy +2
40	Catapult, Heavy +3
41	Catapult, Light +1
42	Catapult, Light +2
43	Catapult, Light +3
44	Catapult, Medium +1
45	Catapult, Medium +2
46	Catapult, Medium +3
47	Claw +1
48	Claw +2
49	Claw +3
50	Claw +4
51	Claw +5
52	Claw, Clawrazor
53	Claw, Dragon
54	Claw, Magic Stealing
55-56	Claw, Raking
57	Claw, Razor of Chakyik +2
58	Claw, Razor of Chakyik +1
59	Claw, Twisted
60	Club +1
61	Club +2
62	Club +3
63	Club +4
64	Club +5
65	Club, Maca +1
66	Club, Maca +2
67	Club, Maca +3
68	Club, Maca +4
69	Club, Maca +5
70	Club, Polymorph, Ogre
71	Club, Polymorph, Orc
72	Club, Polymorph, Scro
73	Cudgel +1
74	Cudgel +2
75	Cudgel, Druid's +1
76	Cutlass +1
77	Cutlass +2
78	Cutlass +3
79	Cutlass +4
80	Cutlass, Blackjammer's
81	Cutlass, Golden Gulf +1
82	Discus, Disenchantment
83	Disk +1
84	Disk +2
85	Disk +3
86	Disk +4
87	Disk, Azure Sea
88	Disk, Driftdisc
89-90	Fist +1
91-92	Fist +2
93	Fist, Monkey of Ha'chao
94	Fork, Fauchard, Wounding
95	Fork, Jabbing
96	Guisarme +1
97	Guisarme +2
98	Guisarme +3
99	Guisarme +4
00	Guisarme +5

Table S27: Miscellaneous

Roll	Item
01	Gun, Steamsticker
02	Halberd +1
03	Halberd +2
04	Halberd +3
05	Halberd +4
06	Halberd +5
07	Halberd, Cursed −1
08	Halberd, Cursed −2
09	Halberd, Gold +4
10	Harpoon +1
11	Harpoon +2
12	Harpoon +3
13	Harpoon +4
14	Harpoon +5
15	Harpoon, Except Quality
16	Harpoon, Howling
	Helmseeker
17	Accelerator
18	Ballista, Hvy
19	Ballista, Light
20	Ballista, Med
21	Bombard, Iron, Great
22	Bombard, Iron
23	Bombard, Stone
24	Bombard, Stone, Great
25	Catapult, Heavy
26	Catapult, Light
27	Catapult, Medium
28	Greek Fire
29	Jettison, Heavy
30	Jettison, Light
31	Jettison, Medium
32	Javelin +1
33	Javelin +2
34	Javelin +3
35	Javelin +4
36	Javelin +5
37	Javelin, Black Kumade +2
38	Javelin, Lightning +2
39	Javelin, Piercing +1
40	Javelin, Piercing +2
41	Javelin, Piercing +3
42	Javelin, Piercing +4
43	Javelin, Piercing +5
44	Javelin, Piercing +6
45	Jettison, Heavy +1
46	Jettison, Heavy +2
47	Jettison, Heavy +3
48	Jettison, Light +1
49	Jettison, Light +2
50	Jettison, Light +3
51	Jettison, Medium +1
52	Jettison, Medium +2
53	Jettison, Medium +3
54	Line Gun, Tangle
55	Mallet, Luck +2
56	Mallet, Wood, Silvanus +5
57	Maul, Titans
58	Military Fork +1
59	Military Fork +2
60	Military Fork +3
61	Military Fork +4
62	Military Fork +5
63	Military Pick +1
64	Military Pick +2
65	Military Pick +3
66	Military Pick +4
67	Military Pick +5
68	Missile, Kruse's
69	Nunchaku, Dancing +2
70	Polearm, Tol-kendar
71	Quarrel +1
72	Quarrel +2
73	Quarrel +3
74	Quarrel +4
75	Quarrel +5
76	Quarrel −1
77	Quarrel −2
78	Quarrel, Biting
79	Quiver, Arrow Storing
80	Quiver, Ehlonna
81	Quiver, Freif's Magical
82	Ram, Blunt +1
83	Ram, Blunt +2
84	Ram, Blunt +3
85	Ram, Grappling +1
86	Ram, Grappling +2
87	Ram, Grappling +3
88	Ram, Piercing +1
89	Ram, Piercing +2
90	Ram, Piercing +3
91-2	Sabre +1
93	Sabre +2
94	Sabre +3
95	Sabre +4
96	Sabre +5
97	Sabre −1
98	Sabre, Cursed −1
99	Sabre, Sharpness +1
00	Scythe, Withering +2

Table S28: Miscellaneous

Roll	Item
01-02	Shot, Mage, Dust
03-05	Shot, Mage, Ring
06-07	Shot, Mage, Shatter
08-09	Shot, Mage, Shrapnel
10-11	Shot, Mage, Skunk
12-14	Shot, Mage, Snow
15-16	Shot, Mage, Termite
17-18	Shot, Mage, Warp
19-20	Sickle +1
21-23	Sickle +2
24-25	Sickle +3
26-27	Sickle +4
28-30	Sickle +5
31-32	Sickle −1 Cursed
33-34	Sickle, Black Blightbringer
35-36	Sickle, Golden
37-39	Sickle, Lycanthropy +1
40-41	Sickle, Lycanthropy +2
42-43	Sickle, Sharpness +1
44-45	Sling +1
46-48	Sling +2
49-50	Sling +3
51-52	Sling, Black +3
53-55	Sling, Seeking +1
56-57	Sling, Seeking +2
58-59	Sweeper, Gnomish +1
60-61	Sweeper, Gnomish +2
62-64	Sweeper, Gnomish +3
65-66	Sweeper, Gnomish, Super
67-68	Tails, Guardian
69-70	Talon, Danse Macabe
71-73	Talon, Zaltec
74-75	Tathlum
76-77	Turret, Heavy +1
78-80	Turret, Heavy +2
81-82	Turret, Heavy +3
83-84	Turret, Light +1
85-86	Turret, Light +2
87-88	Turret, Light +3
89-90	Turret, Medium +1
91-92	Turret, Medium +2
93-94	Turret, Medium +3
95-96	Wakizashi, Honor +4
97-98	Weapon, Concealed Wizardry
99-00	Weapon, Intelligent

Advanced Dungeons & Dragons 2nd Edition

The Magic Encyclopedia

Volume Two



Sabre

"Saber" is an alternative spelling for this term. A sabre is a long, curved, single-edged blade used mostly by horsemen. It is a popular weapon for light cavalry. Most sabres are fitted with large hilts that protect the wielder's hand when parrying or punching. The Persian style of the sabre is known as the shamshir, sometimes called a scimitar (see page 123).

Sabre −1	—	1,000	*new item*
Sabre +1	750	3,750	*new item*
Sabre +2	1,400	7,000	*new item*
Sabre +3	2,500	12,500	*new item*
Sabre +4	3,600	18,000	*new item*
Sabre +5	5,000	25,000	*new item*
Sabre, Sharpness +1	7,000	35,000	*new item*

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